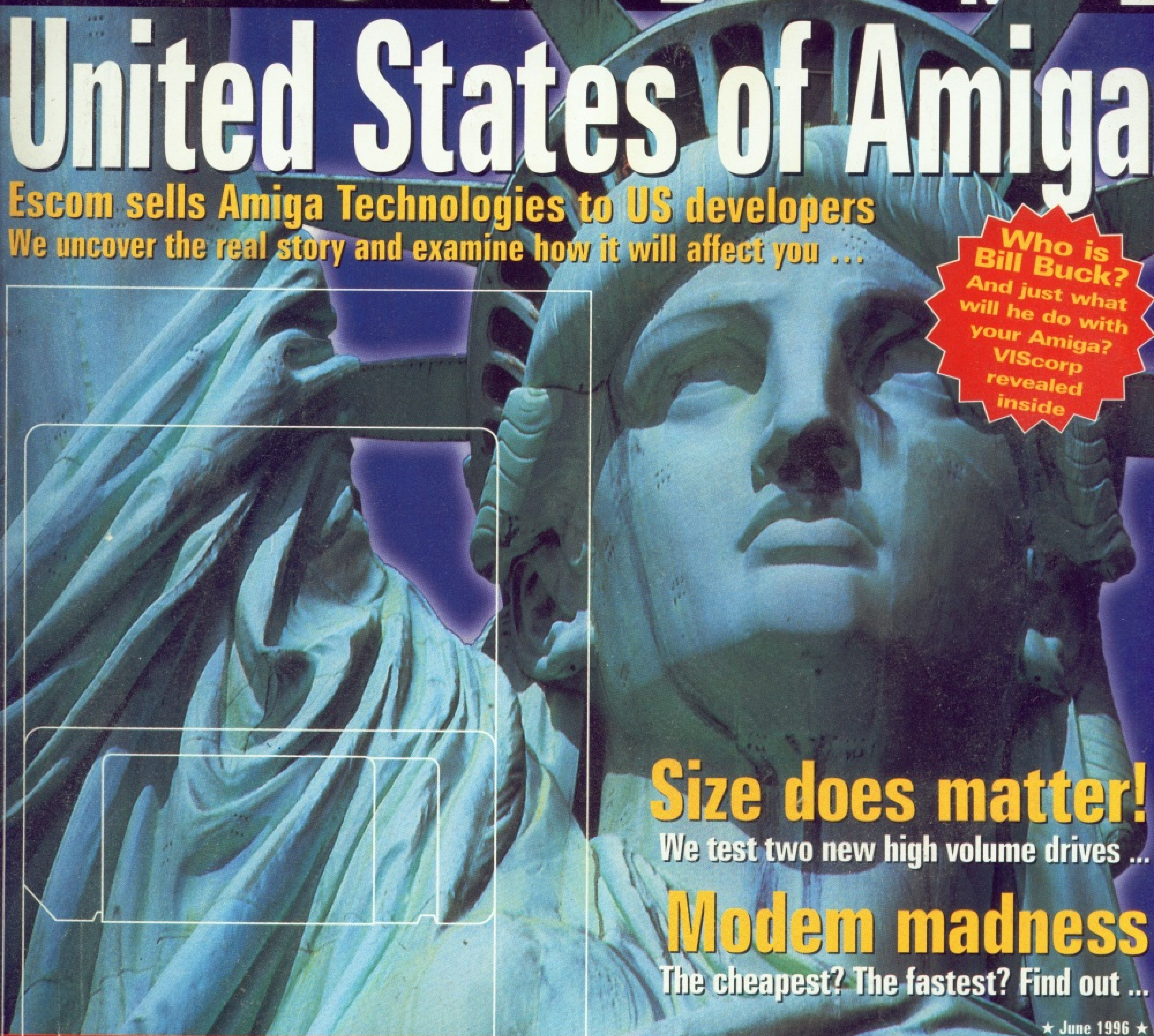
Tutorials: Imagine ■ Scala MM300 ■ Comms ■ Graphics FX special

Inside: WORLD OF AMIGA REPORT!

AMIGA MAGAZINE



United States of Amiga

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Modem madness

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★ June 1996 ★

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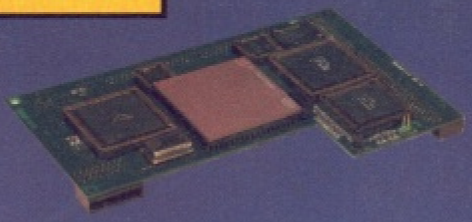
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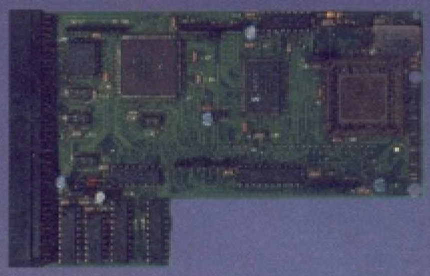
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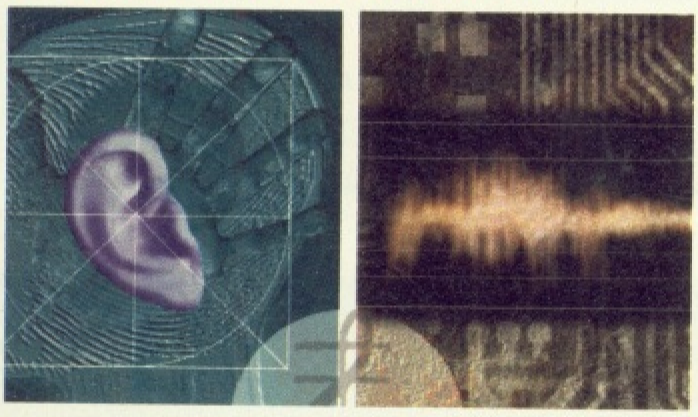
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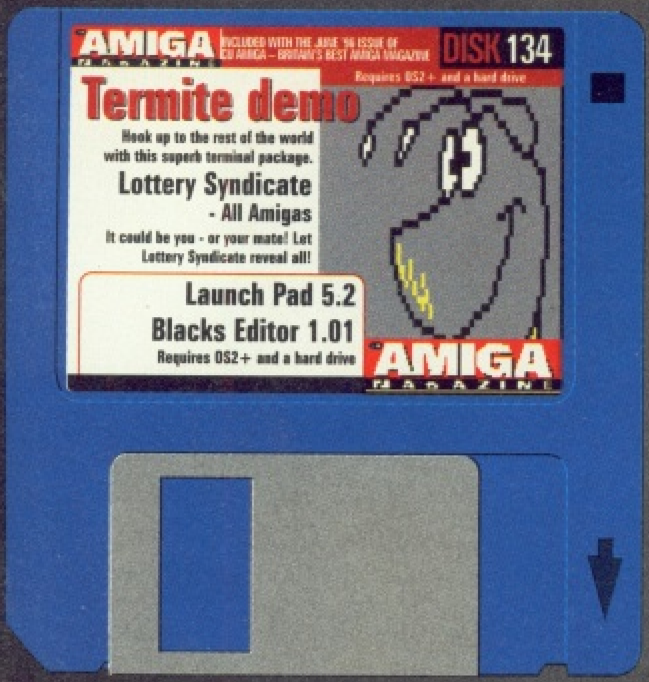


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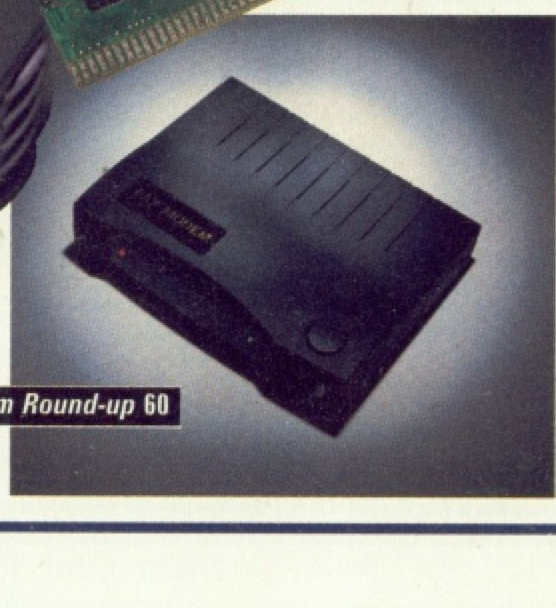
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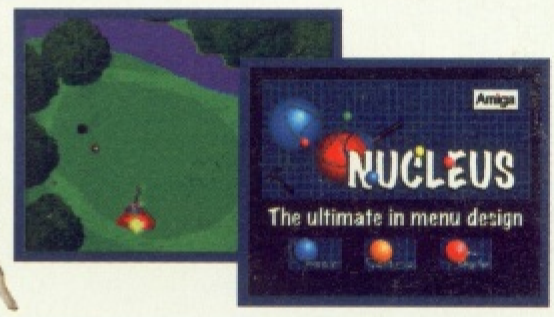

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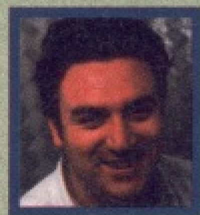
Reader Survey

This year's reader survey is inserted in the magazine. Please take the time to read and fill it out. Thank you.

Workshop

Things

Editorial



Things never stand still in this world of ours. This time last year we were predicting what would happen if Escom took over the Amiga and now, yet again, we find ourselves in a time of uncertainty as the Amiga changes hands one more time. Much will be said about this over the coming months, good and bad, but I'm afraid that the more cynical among us will just have to wait and see. I have to say that I've reached a point where I'm no longer interested in people's theories and idle gossip, I want hard facts and when I get them you will too. Is the VIScorp takeover good or bad for Amiga? I DON'T KNOW. And anyone who says they do either has the benefit of psychic prediction or is talking through their hat. In our news pages this month we've tried to give you as much factual information as possible: read it and you will be as up to date as anyone apart from Amiga Technologies, Escom, VIScorp and the flies on the walls of their meeting rooms.

We've had a lot of comment back about the Amiga Walker (and a lot of entries for the competition: if you think Phoenix is original you're in the majority – ie it's not). Some comment has been favourable towards the radical design, a lot has not. But I'm glad of one thing – it's got people talking about Amiga again. Nice one.

Alan Dykes, Editor

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Editorial

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GAMES CONSULTANT: Matt 'Pants' Broughton
CONTRIBUTORS: Vampyra, Andy Mitchell, Jason Compton, Norman Harris, David Cassidy, Shane Kelly, Andy Leaning, Mark Forbes
PHOTOGRAPHY: Ben Jennings and Chris Bligh ILLUSTRATION: Carl Elton
COVER IMAGE: Telegraph Colour Library
SYSTEMS AND REPRO: Sarah-Jane Leavey, Sarah Best, Gary Lord

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2: Please remember that we have to write and produce your favourite magazine every month, so try to keep your correspondence short and to the point. Although we'd love to, we simply cannot reply personally to the hundreds of calls, letters, and faxes we get. Answers have to be through the pages of the magazine only.

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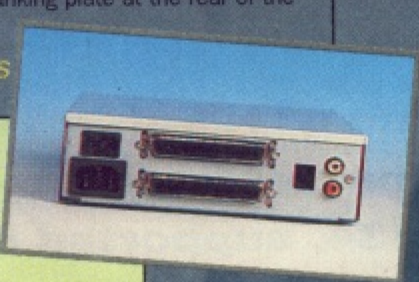
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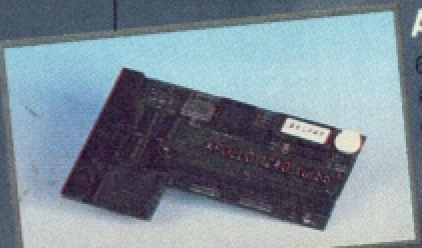


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DISK 134 Cover Disks



A demo of HiSoft's Termite terminal package headlines cover disk 134, supported by Launch Pad and Lottery Syndicate.

Termite

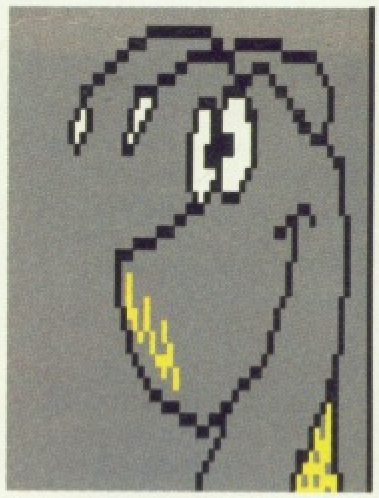
■ Requires OS 2.0 and a hard drive

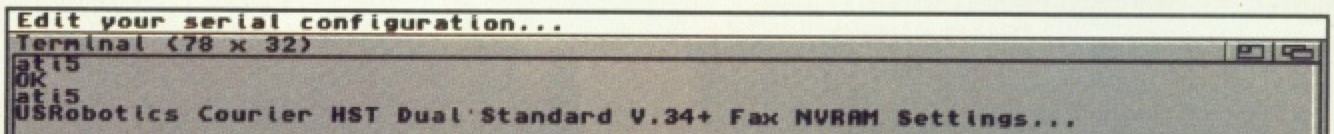
It can't have escaped your attention that this month's CU Amiga Magazine comes with a free book. This book is the CU Amiga Comms Bible and its purpose is to get you onto the Internet. Due to the space constraints of floppy disks we couldn't possibly fit all the software you would need onto our cover disks but HiSoft Systems have come to the rescue with this demo version of the Termite terminal software package. This is specifically provided so that a modem user can download the Internet software provided by CU Amiga and Internet FCI to go with the Comms Bible.

The Amiga's serial port, modems and terminal packages are explained in the Comms Bible so we won't cover that here but instead concern ourselves with setting up Termite so that it can be used to download the software and also dial-up BBSes and so on. Assuming that you can run Termite with no problems (see the disk loading instructions) you'll need to edit some settings as the first order of business. Firstly select Serial from the Settings menu. The Baud setting on the top right needs to be increased to a figure like 38400 baud. A table of suitable baud rates for modems versus CPU speeds is included in the Comms Bible. Next ensure Parity is set to None, Databits 8, Stopbits 1 and Handshaking RTS/CTS. Duplex should be Full. This is all that's required so now click on Use.

From here on you should be able to call up Internet FCI or a BBS. You can find out if the connection to your modem is working OK by typing AT&V in the main window and hitting Return. USR modem owners will have to type ATi5 and Return.

It's important to note that this demo version of Termite is time limited so if you are taking up Internet FCI's generous Internet trial offer then you'd be well advised to arrange the account first so you don't use up the valuable time before calling Internet FCI to download the Internet software pack (as detailed in the Comms Bible). The full version of Termite 1.1 can be purchased from Hisoft systems for £39.95. Contact them on 01525-718181 for more information.

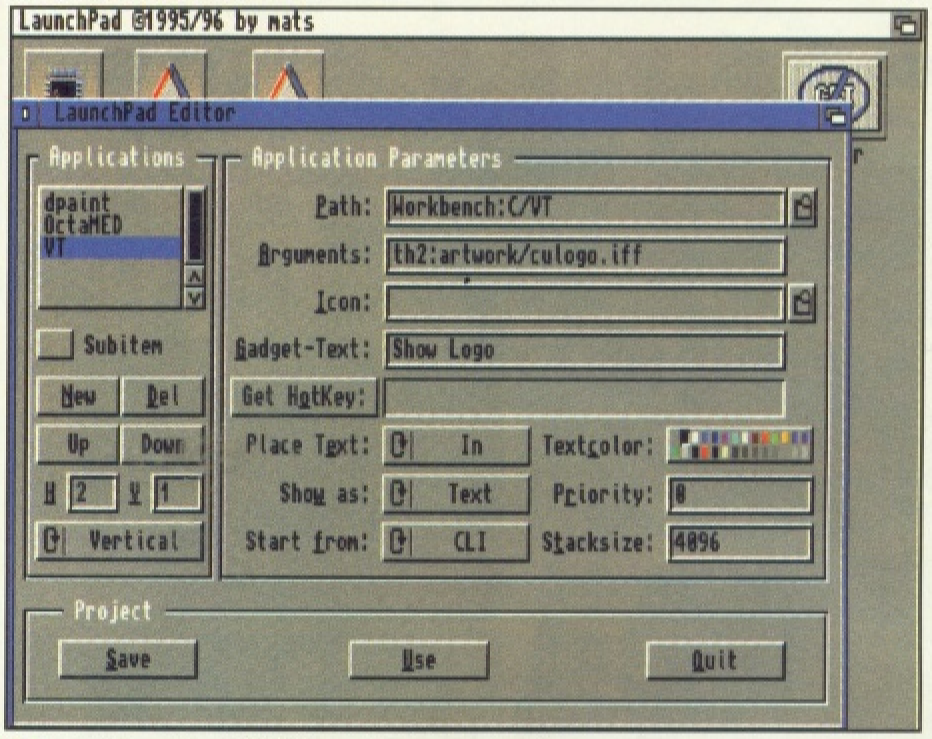




▲ Termite in action: getting you hooked up to the Net.

Launch Pad

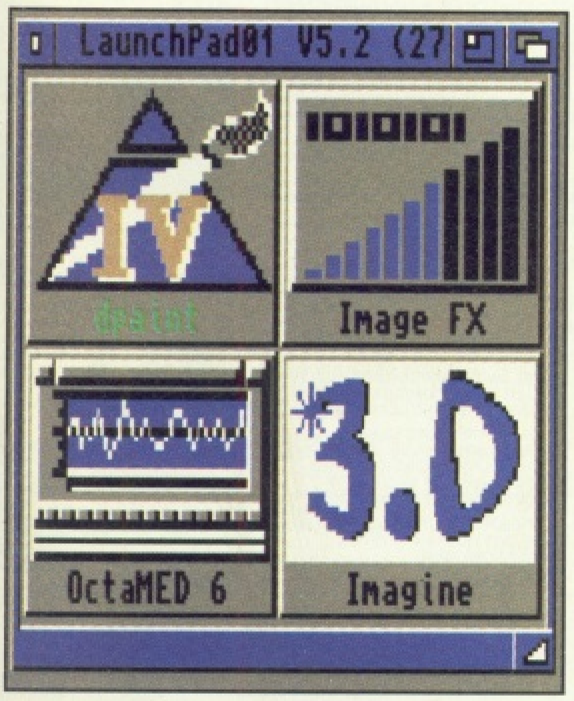
■ Requires OS 2.0 and a hard drive



▲ **Launch Pad: a very handy utility for organising your workbench.**

Launch Pad is a handy tool for calling your favourite applications, utilities and games from your Workbench with a single mouse click from a neat icon strip. The installation process will put the LaunchPad program in your WBStartup drawer, so it will run every time you boot up. If you want to configure it to your system straight away you can now run it by double clicking the LaunchPad icon in the WBStartup drawer, otherwise you can do it next time you re-boot.

To add your own programs to the Launch Pad menu, click in the Launch Pad window and you'll see the menu bar change to reflect this. Select Configuration/Edit to enter the setup section. This is where you add your chosen programs to the pad. Click on the New button to make your first entry. Now you need to select the program you want to run (which must be an executable file of course). Click on the pop-up gadget at the right end of the box marked Path, then select an executable file from your hard drive (DPaint for example). The full path and filename will appear in the Path box and the name of the selected file will replace the word New in the Applications list. The Arguments box below the Path box can be used to specify arguments and parameters that may be required in order to run the chosen program as planned. For example, you could select the text viewing tool More in the Path box, and the name and path of a specific text file in the arguments box.



You can choose any '.info' icon file to act as the program's icon on the launch pad (it doesn't have to be the icon that's normally used by the program). Select your preferred info file using the pop-up gadget next to the Icon box.

The final box in this section is marked Gadget Text, which defines the text that will label the icon. This defaults to the name of the program file but you can change it to anything you like.

Beneath this is the Get Hot Key button which allows you to specify a key press or a combination of key presses which will launch the selected program. Click on this, followed by the Get button and you can then enter your hot key which will be recorded in the box. Remember to choose Use in order to test your settings and Save when you are happy with them. Much of the rest of the program is self explanatory.

Consult the AmigaGuide documentation for details of the more advanced features, most of which will become apparent through general tinkering around with the main Editor screen.

Lottery Syndicate

■ For all Amigas



Since the start of the National Lottery, millions of pounds of prize money has gone unclaimed. Think of all that lovely lolly sitting around gathering dust because people haven't checked their tickets properly. Lottery Syndicate should make sure you never miss out on any winnings and make light work of the heaviest ticket checking tasks. It uses a simple system: you build up a list of all the tickets in your syndicate and save this out to disk, then each week you enter the balls that have been drawn. These are then checked against the tickets in the database and any winning tickets are displayed.

When the main menu appears you may have to click the left mouse button to bring up the pointer, depending on the type of Amiga you are using. The first thing you need to do is enter your tickets, so select the first menu item. Starting with your first ticket, click on the numbers using Undo to correct any mistakes and Accept to move onto the next. After each entry you can label the ticket with the name of the owner. This is not essential, so you can just click on Done if you like. Repeat the process to enter more tickets. Use option three to view all of your entries and option five to save them to disk. When it comes to checking if you've won, select Check Numbers and then enter the current week's winning numbers. You'll then be told which tickets, if any, have won a prize.

The tickets are stored in an ASCII text file called HoldFile. You can alter this or enter your ticket details into it using a text editor. Load the file into a text editor and the format will become apparent. This is a quicker method of entering your ticket details but it's safer to use the main program to avoid formatting errors which could lead to incorrect results. By the way, if you do win that £20 million, remember us will you?

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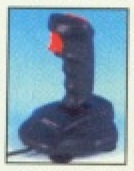
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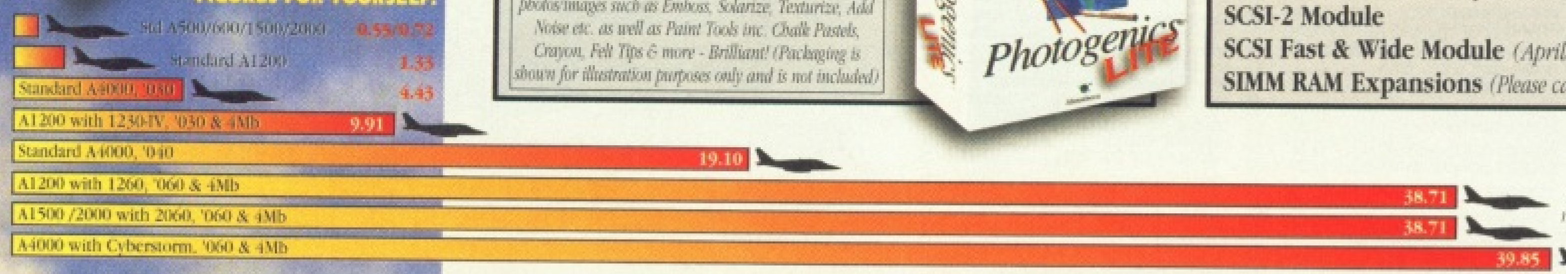
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DISK 135
The Killing Grounds
By Team 17



Disk 134 and 135 contain the second superb demo of Alien Breed 3D 2 from Team 17. It contains the final game engine and most of the lighting effects of the finished game. In short it's brilliant ... enjoy.

It's unusual, we know, to follow up last month's Breed demo with another, but once you play it we think you'll see why: this one has been updated with the final graphics engine and contains many more enemies and superb lighting effects. What's more the two player link is enabled too. If you and a mate have null modem cables you can engage in a death match – just like the competition at World Of Amiga.

The controls remain the same as last month's, but because the data got so big you'll notice that we had to stick it onto two disks instead of one. See boxout for more details.

For those who didn't get last month's demo let me introduce you.This is the ultimate version of Alien Breed. The Killing Grounds is genuinely as close as you are going to get to Doom on Amiga and this is why this demo is for 4Mb only. The faster the processor and the more RAM you have the better the game will be. Although there is a version promised for all Amigas with an 020 processor and 2Mb it will not have nearly as many effects as the version this demo is based on. This really is the next generation of Amiga gaming.

Controls

Control methods are very similar to Alien Breed 3D and exactly the same as last month's. Once again the major new feature is the ability to look up or down, but unfortunately in this demo, although you can do this your gun stays static: you can't aim it at anything. Let's hope this is rectified in the full game! So here are those main controls again:

Game controls

Up cursor: Forward
Down Cursor: Backward
Left Cursor: Left
Right Cursor: Right
Right Alt: Fire
Right Shift: Run
Right Amiga: Sidestep
.: Sidestep left
/: Sidestep right
D: Duck/crouch
L: Look behind
]: Look up
#: Look down
0 (on keypad): Jump
Tab: Toggle map on/off
F1: Zoom in on map
F2: Zoom out of map
Number keys on keypad: moves around map

Viewing controls

((on keypad): Pixel width adjustment
) (on keypad): Pixel height adjustment
+/- (on keypad): Increase or decrease the height of the screen
Enter (on keypad): Full screen/partial screen

IMPORTANT!

Because the data file on this advanced version of TKG is so large it takes up a disk by itself. The executable is actually on disk 134, the Termite and Lottery Predictor disk. This does however mean that you don't have to decompress the demo. All you have to do to load it up is insert disk 134 (NOT DISK 135) into your internal drive and when the loading menu appears type 'go breed' (without the quotation marks of course) at the prompt. This will read the TKG executable. When disk activity finishes (when the light has gone out on your disk drive for more than a second or two) press the left mouse button, as instructed.

A requester will now appear asking you for AB3. NOW INSERT DISK 135. Your Amiga will start reading this disk. When a requester appears asking for disk 134 again IGNORE IT. DO NOT REPLACE DISK 134 IN THE DRIVE. Click on the Cancel button twice and the demo will start loading as normal. After about a minute the loading background screen will darken and a menu will appear. For a one player game press return on the play game option. For a two player game make sure your Amigas are connected via a null modem cable and press return on the 1 player option. This will bring you into the two player menu. Once both Amigas achieve a link one player will be nominated master and the other slave.

cover disks

How to Load...



Cover disk 134

Termite

This demo version of the Termite terminal package is provided by HiSoft systems. It's included as a compressed LZX archive. In order to install Termite, you must have a hard drive. Termite is used in conjunction with the Comms Bible covered mounted in this issue to obtain the Internet software for Internet FCI. Clicking on the Extract Termite icon will cause a requester to appear. Just pick a hard drive partition with some space free and Termite should be extracted to the location after installing some libraries to your boot drive.

Launch Pad 5.2

Launch Pad is stored on cover disk 134 as a compressed LZX archive. In order to use it you will need to boot from your hard drive and then extract the archive to your hard drive. Double click the Extract-LaunchPad icon to start the processes. You will then be asked to select the destination using a standard file requester. Click OK to confirm your selection and the archive will be extracted to the specified destination. Now you can install the program on your system using the LaunchPadInstall icon which can be found in a drawer called LaunchPad in your specified destination. This will place the main LaunchPad program in your Workbench Startup drawer and will be run next time you re-boot. Alternatively you can run it by double clicking its icon from the Workbench Startup drawer.

Lottery Syndicate

Cover disk 134 will load straight into Lottery Syndicate if you boot your machine with the floppy in the internal drive. Otherwise you can load Lottery Syndicate from the floppy after booting from your hard drive. In this case you will need to assign the device Lotto: to the coverdisk. To do this, open a Shell window, type the following and press Return:

```
assign Lotto: CU134:
```

Now you can load the Lottery program by double clicking the Lottery icon. If you find you run out of space on the disk, make a copy of the disk and delete the files that have a '.lzx' extension. These are the archives for the other programs and are not required by Lottery Syndicate. You can install the program on your hard drive by copying the main Lottery program file and all of the files from the disk with a '.iff' extension to a drawer on your hard drive. You will also need to add the above assign line in your User-Startup file. You can edit the User-Startup file (found in Sys:s on your boot drive) using either Ed or Blacks Editor from this cover disk. Insert the above line towards the end of your User-Startup text file.

Not on disk 134: Blacks Editor 1.01

Due to a last minute technical hitch the text editor, Blacks Editor, mentioned on the cover disk label is not actually on it. How? Why? What? Well, Alien Breed was so big it shoved BE off the disk. Sorry!

Cover disk 135

The Killing Grounds



Requires AGA and 4Mb RAM. The executable is actually on Disk 134, the Termite and Lottery Predictor one. This does however mean that you don't have to decompress the demo. All you have to do to load it up is insert disk 134 (NOT DISK 135) into your internal drive and when the loading menu appears type 'go breed' (without the quotation marks of course) at the prompt. This will read the TKG executable. When disk activity finishes (when the light has gone out on your disk drive for more than a second or two) press the left mouse button, as instructed. A requester will now appear asking you for AB3. NOW INSERT DISK 135. Your Amiga will start reading this disk. When a requester appears asking for disk 134 again IGNORE IT. DO NOT REPLACE DISK 134 IN THE DRIVE. Click on the Cancel button twice and the demo will start loading as normal. After about a minute the loading background screen will darken and a menu will appear.

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News

Amiga goes Stateside

You've read the cover correctly: the Amiga is in the process of changing hands again. After last month's report on Escom's 1995/1996 loss this may come as no surprise to you but the suddenness of the announcement, two days before World Of Amiga in Hammersmith, London, took everyone off guard. The company involved in the takeover is Visual Information Services, known as VIScorp, a Chicago based company specialising in the development of TV 'Set Top' boxes. At the show it quickly became apparent that this was the topic of discussion on everybody's lips and a press conference, scheduled for 5.30pm was packed. The assembled journalists, industry personnel and opportunists heard speeches from Petro Tyschtschenko, Managing Director of Amiga Technologies and William Buck, Chief Executive of the proposed new purchasers VIScorp.

In his speech Mr. Tyschtschenko praised the World of Amiga but quickly moved on the subject of the takeover, reported to be worth $40 million to Escom. Although he stressed that the deal was still in its early stages he suggested that Amiga Technologies had been looking at a number of options and that VIScorp was one of the best.

A bargain

Those who remember last year's Escom takeover may remember VIScorp representative Don Gilbraith cropping up in the proceedings. At that stage they were in negotiation to use the Amiga technology including the operating system and custom chipset as the basis for a new range of TV Internet access and on-screen shopping devices. Now, it would appear, they like the technology so much they want to buy it. In order to do so they are conducting a more thorough investigation of Amiga Technologies' current position in relation to their balance sheet, stock and research and development. Towards this end a letter of understanding has been signed between current owners Escom and VIScorp which will allow them 50 days 'due diligence' to examine Amiga Technologies. Although the deal is considered highly likely to be signed after the due diligence period, industry figures were conjecturing that the $40 million price tag may change in negotiation.

During his speech, Petro Tyschtshenko stated that "The company created in May 1995 only could begin with sales in mid-September. We have then sold 40 thousand A1200, 13 thousand monitors and 2000 A4000T machines worldwide until now, which is a satisfying result. As you might be aware of, Escom is currently facing a quite difficult financial situation. A bad Christmas season and inventory write offs were the main reasons for this. The fact is that Escom currently does not have the financial resources needed to support the still ongoing costs of our operation, especially advertising and research and development. To continue a successful Amiga business, a solution to this situation has to be found. I checked a lot of possibilities, I looked into a lot of alternatives. Ladies and Gentlemen, I personally think that VIScorp is one of the best solutions."

Heat

The press conference became quite heated during Mr Buck's turn at the podium when, after his initial announcement of intent he opened the floor to questions. Despite the letter of agreement being just two days old, with no firm contract signed, some of the attendees began to bait VIScorp's CEO about assurances of the future of the Amiga as a computer as well as a part of the VIScorp set top box. Among these was Andy Davidson, the Worms developer. Although Mr Buck dismissed these questions because it was too early to comment, and finally called off the session after it became unruly, he did hold a long and impromptu Q&A session in the middle of the hall, after the press conference was over. Much of the was time spent talking to Mr Davidson and others who chanced upon the little crowd which gathered around. After this Andy Davidson commented: "I'm happier now, but I still have my doubts. They will talk to developers, which is good, but we'll have to wait and see what happens."

Since the press conference and the announcement of the VIScorp takeover several Amiga Technologies Germany staff have been laid off. According to Giles Bourdin, AT's PR manager, this is part of a company reorganisation, partially spurred by the financial difficulties at Escom, but also due to less requirement for R&D staff. According to him "It will not effect our business, yes there will be a smaller team and we'll have to work harder, but it will solve some internal problems we've had. R&D is not less important, it's just that we're working hard for the VIScorp deal to go through and it's just not needed if we have the research facilities of VIScorp." When asked to comment on Amiga Technologies attitude to third party developers Giles said: "We need third party developers. Of course we will continue to co-operate".



▲ This is Bill Buck, CEO of VIScorp. Clearly surprised at the shape his new purchase is taking.



▲ John Smith, Bill Buck and Petro Tyschtschenko. The future of the Amiga could lie in their hands.

Who are VIScorp?

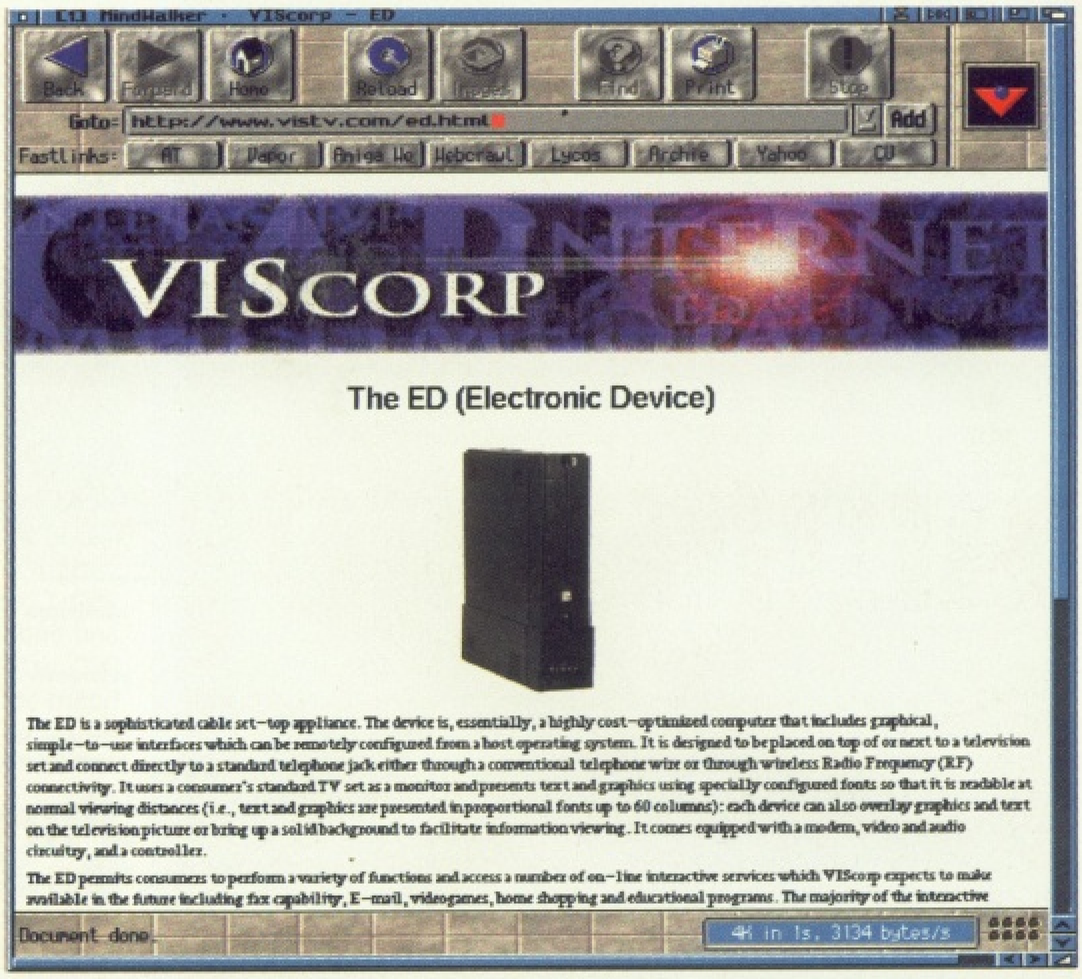
VIScorp are a Chicago based company founded on the basis of using proprietary Amiga technology to bring Internet access, on-line gaming, music and film and TV shopping into homes in the form of a TV set-top box or even integrated into TV systems themselves. The Amiga is being used because of its memory efficient operating system, multitasking ability and the quality of the AGA chipset. Their chief engineer Don Gilbreath was a Commodore employee for 11 years and was responsible for designing the CDTV – the first effort to make the Amiga into an integral part of the home entertainment setup. Mr Gilbreath who was at the World Of Amiga conference has utter faith in the Amiga as a potent comms device, and is convinced that this will get in into millions of homes, in whatever form it may come in.

Watching

William 'Bill' Buck the company's Chief Executive, an ex US Army Captain has extensive experience in multimedia, working as a consultant since 1990, after leaving the military in 1987. His message for Amiga users and fans is "watch this space". The company has an approximate market capitalisation of $200 million, so if they spend $40 million on Amiga – 20% of their total capitalisation – it can be seen as a very important and integral part of their strategy.

VIScorp owns the former Westchester Commodore R&D site and many former Commodore US engineers are still associated. American sources are reported to be pleased about the proposed takeover and if VIScorp can persuade companies like NewTek, Softwood, Softlogik and Nova Design, perhaps even those long gone like Gold Disk, to ramp up Amiga development or start development again it would be a valuable contribution to the software scene.

Just what their strategy towards the Amiga as we know it is unsure though. A software developers meeting was held on Friday 19th April under strict non-disclosure arrangements (those who attended had to sign an agreement that they would not reveal what was said). Developers who attended said they were encouraged by the fact that the meeting took place so soon after the VIScorp announcement, but because no firm details have been released by VIScorp or Amiga Technologies about the Amiga's future, most said that they would have to wait and see about development. Although the set top box is certain, what is uncertain is the fate of the A1200, the A4000T, the Walker project and PowerAmiga. According to a statement by Escom the VIScorp deal would involve "the support on on-going European sales of popular models such as the A4000T and A1200 as well as current developments and future releases of Amiga Technologies". But at the press conference during World Of Amiga CEO Bill Buck was not able to comment on this.



▲ **VIScorp's Web site contains all of the latest information on the takeover and some insights into just what they're all about. The ED above is a visual representation of one of their proposed Set Top boxes. Inside will be an Amiga.**

Waiting

The theories abound (see this month's points of view): VIScorp might concentrate on set top box for the USA and let Amiga Technologies continue computer development and production in Europe. They might make the set top box modular in such a way that it can be turned into an Amiga home computer or they might license the technology to third parties.

In the UK VIScorp has close ties with Optonica which, along with set top box technology, could see it being licensed for more multimedia applications. The next official press conference planned is at the end of May. More news then. In the meantime the following press release was put out by VIScorp's vice-president David Rosen to reassure the Amiga community.

VIScorp and the Amiga: The Phoenix Strategy.

Much has been said and written about the recent announcement of the signing of a letter of understanding between VIScorp and Escom AG Germany. In addition, VIScorp has received hundreds of telephone, fax and Email communications requesting information as to the status of the deal and our plans for the Amiga. We are providing this posting to inform those interested in knowing about the current arrangements and will provide additional information as they develop.

VIScorp is currently conducting a thorough due diligence assessment of Escom's Amiga holdings. This process is painstaking and extremely time consuming; however, without full disclosure, no satisfactory deal can be concluded.

Due to the letter of understanding, VIScorp is restricted from releasing information relating to the negotiations until they are completed. Until such time, Amiga remains the asset of Amiga Technologies/ Escom and all inquires relating to current Amiga operations should be directed to Amiga Technologies/ Escom. VIScorp currently holds a license to the Amiga OS and chip sets and is developing a family of TV-based products that utilise the Amiga's unique functionalities. Many of VIScorp's senior management have previously worked for Commodore and have a thorough knowledge of the Amiga.

Our intent to purchase the Amiga comes out of (i) an appreciation of the core technology and its importance to VIScorp's long-term business development and (ii) a belief that the Amiga can – like the Phoenix – rise from the ashes and become a profitable technology for the future. Over the coming days and weeks we anticipate to see a flood a mis-statements in the press, on the Net and via voice communications – some will be made out of ignorance, others out of malice. We will do our best to keep the Amiga community regularly informed. We have received hundreds of messages and anticipate many more to be received until final resolution of formal negotiations is completed. While we are making every effort to do so, please excuse us if we do not respond to your individual message.

David Rosen Vice President, Business Development.

Stateside

It's Spring again ...

The announcement concerning the VIScorp takeover took the entire world, not to mention the US, by surprise. While some, after the fact, said they saw it coming, the vast majority was stunned by the news. Almost immediately, VIScorp's personnel, including former Amiga Corp and Commodore guru Carl Sassenrath, moved to allay people's fears about the future of the Amiga, but the revelation produced a broad spectrum of reactions among Amiga users, developers and dealers.

So, what do we know about VIScorp? Precious little. The public information is that they are in the second generation of their sole product, the ED set-top device. This second generation uses parts of the Amiga technology they licensed from Escom and will now own. The ED has undergone small test-markets, but has not reached a mass marketing scale as of yet. As for more specific financial details, these have been hard to come by as VIScorp has not been a publicly traded company for very long.

VIScorp has made it quite clear that their top priority is the production, promotion, and sale of set-top box solutions to home networking and entertainment. Press releases and statements from VIScorp have indicated that Amiga computer production, research, and development will continue through Amiga Technologies, which will operate as the computer branch of VIScorp. While no official release to date has mentioned the PowerAmiga or Walker specifically, everyone is hoping (and banking) that VIScorp will not kill these works-in-progress.

Reactions from many North American industry figures have been positive. Retailers seem content to keep doing business as usual and are hoping for new developments. Companies like Oregon Research, makers of Termite and North American distributors for HiSoft and Maxon, and Nova Design, authors of ImageFX 2.6, are hopeful that American ownership will bring increased support and awareness of the active but often neglected Amiga industry in the New World. And large international user organisations such as the International Amiga Society and Team Amiga are using the news to rally their members together in a display of unity for the new company.

The world did not stand still waiting for this to happen. Some of the world's most popular high-end graphics programs are getting new life as well. Not only has Nova Design just announced ImageFX 2.6, but they have acquired Aladdin4D, the classic 3D graphics package, and will be revamping the product and releasing it some time near Fall.

Questar Productions' World Construction Set V2 Prerelease is now available. This version, a not-quite-completed product, is sold at a lower price than the full V2.0 will be made available at, and comes with a coupon for a free upgrade to the full version upon its completion. WCS has set a standard for scenery generation and animation on multiple platforms, but Questar seems sincere about their continuing support of the Amiga.

The Wonder Computers Inc. bankruptcy has been completed, and the assets of the company have been auctioned off. Former Wonder CEO Mark Habinski raised enough capital through outside investment to purchase the inventory of the chain's two largest stores as well as the corporate HQ. Armed with these properties, the first new Wonder Computers International dealership will be opening in May in Ottawa, Canada, with a companion sales office in Vancouver. The other four Wonder stores were auctioned off to other dealers, with two of the four potentially rejoining the Wonder fold in the near future. Lazarus Engineering, formerly a division of Wonder Computer Inc, purchased Wonder's intellectual property rights and will develop and sell its product line as an independent entity.

The company to watch is now VIScorp. I hope we're not having another crisis next April.

Jason Compton is editor of Amiga Report, based in Chicago.

Pop and Dance Demos Wanted

Friendly Records are looking for commercial quality pop and dance tracks for release on their label. Chart-friendly hard dance seems to be the order of the day, with Technohead's "I Wanna Be A Hippy" cited as an example of the type of tracks they are looking for. If you have something to offer, call Anthony Jermaine at Friendly Records on 0181 542 2301.

Blittersoft pre-empt A4000T release

Not satisfied with waiting for the A4000T to come into the country Blittersoft are making their own. Called the A4000TE it is a custom casing with a basic motherboard, 2Mb Chip RAM, 4Mb Fast RAM and options on a 1Gb hard drive, 060, CD-ROM Drive, Graphics board etc. You say what you want and they'll put it in. Like the Escom shops' money off deal Blittersoft are offering an old machine trade in. In fact two trade ins are on offer: one will give you £100 off by trading in an A500, the second will give you £200 off an A4000T/TE if you trade in an A1200. Blittersoft are on 01908 261 488.

Pro music recording gets boost

David Pleasance's Tangent Music Design is testing a brand new Amiga based professional recording system for the A4000. According to Tangent Design's Ed Fermor, Silicon Studio is a complete recording system that literally takes over the A4000. It's a high end product that will produce up to 24 tracks at better than CD quality and while the price tag will be high (expected to be over £10k for a full system) it will appeal to professional studios. This is the first integrated system of its kind on Amiga and should make the platform popular in studios. Silicon Studio is being developed by a UK team consisting of William James, Simon Jenkins, Mark Nixon, Peter Corlett and Simon Goodwin." It is based around a newly developed 20-bit audio card with 128 times over-sampling on input and balanced XLR inputs and outputs. "It sounds very interesting" said Tony Horgan, our music expert. More on this soon. If you want to contact the Silicon Studio team for more information you can EMAIL them on: cu@silicon.studio.co.uk.

Amiga Top 10

Supplied by HMV

No.	Title	Publisher
1	Sensi World Of Soccer 95/96	Warner
2	Worms	Ocean
3	Premier Manager 3 Deluxe	Gremlin
4	Player Manager 2 Extra Time	Virgin
5	Ultimate Soccer Manager	Sierra
6	Tactical Manager	Ocean
7	Fantasy manager	Hit Squad
8	Sensible Golf	Virgin
9	Syndicate	EA
10	Ultimate Soccer Manager 95/96	Sierra



2.88 MIPS OF SPEED

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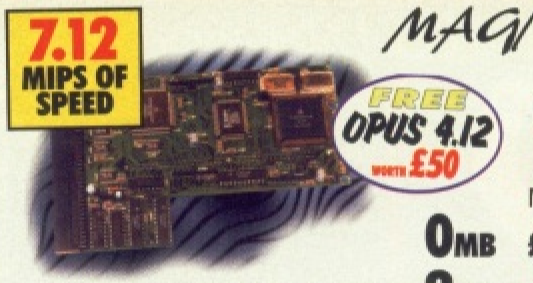
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7.12 MIPS OF SPEED

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A1200 40MHz '030 Processor Accelerator

LIMITED OFFER PRICES

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2MB	£179.99	£219.99
4MB	£209.99	£249.99
8MB	£289.99	£329.99
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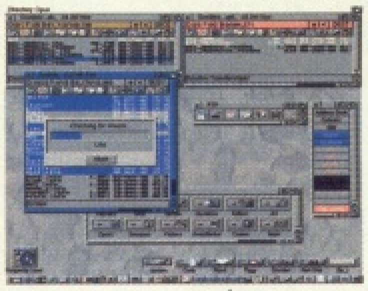


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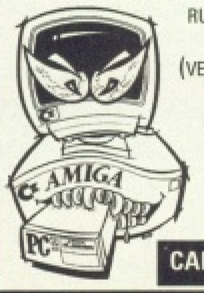
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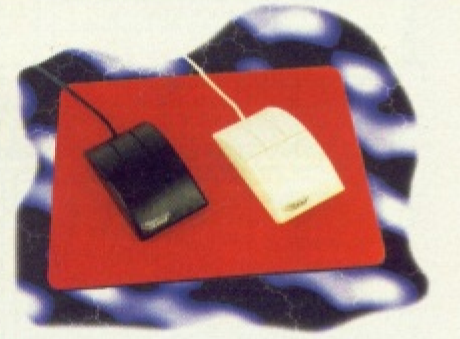


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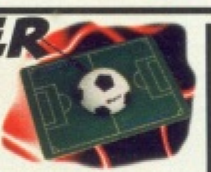
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World of Amiga

Novotel, 13th-14th April 1996. The second ever UK world of Amiga heralded a turning point in the Amiga's UK fortunes. We look at what happened and why.

Of truth be told no-one, from exhibitors to readers to Amiga Technologies themselves ever thought that World Of Amiga would be as big a success as it turned out to be. The poor sales performance from the relaunched Amiga, uncertainty about the show's date and the resultant lack of high profile publicity allied to the choice of a smaller venue than 1994's Wembley location meant that few had confidence in the show. This resulted in several companies actually pulling out at the last moment, while others turned up reluctantly. Even from our point of view it looked anything but a dead cert. We were always going to be there to meet as many readers as possible and we planned to have the newest issue of the magazine on sale too, but we expected some very quiet patches over the two days.

A nice surprise

However, everyone's false expectations were thrown out of the window within an hour of the doors opening. It got so crowded that the doors had to be closed and people were asked to leave the hall with the promise of being able to return later. It got so bad that you could hardly move: anyone who was there will know what we mean. In fact we timed how long it took to get from the show entrance to our stand at 11.15am on Saturday morning: seven minutes. And the physical distance involved was barely 50 metres! On Saturday night the area of the hall being used had to be increased to handle the crowds expected next day.

And no-one who came along was disappointed. The Amiga Technologies stand displayed the Walker, the Q-drive and the Surfer Pack, while a large screen which the audience could sit in front of (when there was room) showed an interactive display created with the Amiga using Scala. Bargain hunters were in seventh heaven. Everything from accelerators to CD-ROMs, hard drives and RAM was on sale, much of it at knock down prices and anyone who supplied a bargain quickly sold out of kit.



▲ Peter Brameld, show organiser would "like to extent a hearty thanks to all who attended". November is being proposed as the date for the next WOA.



▲ Tony Horgan meets his audience. "What's the best tracker on Amiga?" "OctaMED! Are you mad?"



▲ Packed halls: The doors had to be shut for almost an hour to prevent overcrowding.



▲ CU Amiga Magazine. The new issue and Team 17's superb Killing Grounds compo attracted a large crowd.

On the up

This show heralded a turning point in the Amiga's fortunes. It showed confidence beyond expectation from those who attended in terms of the amount of upgrades being bought, especially in the RAM and CD stakes. But it was also the launch pad for the announcement of the VIScorp takeover of Amiga Technologies. Although at the time of writing this is still only a statement of intent between Visual Information Services and Escom it created a buzz of excitement. But signs of a change in policy towards software development and developers was immediately apparent during and after the show with an assault on ECTS by John Smith and other AT members and a developers meeting held in London on 19th April, the likes of which has not been seen in the last year or two.



▲ Nice angle eh? This is about as close as you could get to the Killing Grounds compo.



▲ Bill Buck of VIScorp (left) and Andy Davidson, Worms developer (right). After a heated exchange during the press conference, Bill spent time in the audience reassuring people about the Amiga's future.

On display

As soon as they walked into the hall the first thing everyone saw was the HiSoft stand, and there was no doubt what HiSoft wanted you to see: the Squirrel MPEG. There it was, a little black box with a flashing LED sitting atop a 21 inch TV showing Star Trek. Unfortunately, it was still unavailable for a closer look and it had mysteriously disappeared by Sunday but it attracted a lot of interest. HiSoft were also demonstrating other products and selling their UK standard Squirrel.

Beside them were HiQ proudly displaying an Amiga-Pentium Siamese twin and some of their powerstation towers, while across the road David Pleasance and the Tangent Music team were selling Everybody's Girlfriend and a variety of books and peripherals. Of interest to genuine Amiga maniacs was his golden Amiga A500, the official European Computer Of The Year 1990 complete with its certificate: the machine you could win in their competition. A genuine piece of Amiga history on display, with David beside it ready for a chat.

Across the hall was Wizard Developments who had some help from an ex-CU Amiga Magazine personality: Andy Leaning. And we thought we had got rid of him! There he was dispensing advice for free and hard drives for cash. Shaun Cosgrove of Wizard was one of the most enthusiastic retailers there. "It's been great really. We never expected such a turnout but it has been amazing. I've been offering bargains so the stand has been swamped" according to him. Wizard was also displaying the latest version of Directory Opus – 5.5, which is almost finished. Greg Perry of GPSoft was on hand to boast about it, and his DOpus T-Shirts proved popular too. Whenever it was on screen it attracted plenty of attention.

Around the corner from Wizard was Digita, out in style with one of the more attractive stands of the show. While many stands simply made do with lots of boxes stuck to a wall and luminous price posters everywhere, Digita's was more dignified and corporate – in tune with the type of product on offer. Wordworth, Organiser et al were proving popular and although nothing very new was on hand, plenty of advice was available. Across the hall Epic Marketing were displaying their vast CD collection while Power Computing were doing a roaring trade in GVP kit and Power CD-ROM drives.

Deutchstand

The only overseas developer at the show was MicroniK who were on hand with a wide range of peripherals and add-ons including power supplies, cables and rather a lot of things none of us could recognise in small plastic bags. More interestingly they had a new version of the A1200 tower system we reviewed at Christmas: better looking, with fast Zorro III slots and the possibility of PCI slots. There seemed to be a steady stream of interest here too.

Of course the Amiga Technologies stand was the biggest in the building and as well as the big screen presentation there were AT bods on hand for Q&A and a chance to check out the Walker project, face to face, as it were. Plenty of takeaway information was available at the AT stand but the biggest topic of conversation, once it had got around mid-way through Saturday, was the VIScorp takeover bid for Amiga Technologies.



▲ The crowd gathered and waited but spirits remained high. Everyone finally got in though and bargains galore were waiting. Around £.5M was said to have been spent on kit at the show. Photo: Bligh International Press

Naughty

Right beside Amiga Technologies was Epic marketing's stand, complete with its array of naughty Adult Sensations CDs, at a grown-up line of sight of course. Not that you could see the stand though – they were so close to Amiga Technologies they were permanently surrounded. (Though several red faced punters were spotted turning their heads in the general direction of Epic's offerings.) Up the hall, beside the CU Amiga Magazine area EM Compugraphic were on hand with their DTP guides and Amiga publishing guru (and CU contributor) Larry Hickmott giving advice. Also present were a multitude of other retailers including Golden Image, Gastiener, Siren Software and Analogic, all with bargains to be had.

Unfortunately there were no games retailers, much less games software houses there – except for Team 17, with whom we had organised a superb competition (see separate boxout) where three Blizzard accelerators were on offer. The first public airing for The Killing Grounds, featuring the 2 player mode was a massive success and the various members of Team 17 on hand: Chris Jones, Steven Heley and AF splitter Steve McGill were swamped with queries, suggestions and demands. Even more excitement ensued when Mr Concrete Donkey himself, Andy

The Killing Grounds: Diary of a competition

"Ah lad, it'll be cushdy." "No it won't, we haven't got a bloody serial cable!" Steven Heley and Craig Jones, Team 17, World Of Amiga April 1996

SORRY! Sorry, sorry to all those who turned up at 2pm on Saturday to discover a bare legged Chris Bligh accompanied by Team 17 workmate Craig Jones and ably assisted by Tony Horgan trying to get TKG up and running across a null modem link. Here's what happened.

9.30am Saturday 13th April 1996.

We attempted to rearrange the CU Amiga Magazine stand and put the Amigas in their place. Er, are there enough power supplies? Where are Mat and Alan?

10.00am

People start flooding into the hall and still Breed fails to work. A quick phone call to Andy Clitheroe clears up the problem and as the first eager hands reach the keyboard a light flickers on the monitor and hey presto TKG is up and running.

11.00am

Craig reminds Alan Dykes that they need a serial cable to transfer TKG from the Team 17 hard drive to the CU Amiga Magazine one for the competition. "But I thought you had one!" said our Alan. "Ah lad, it'll be cushdy." claims Steven Heley after noticing the look of panic on their faces. "No it won't, we haven't got a bloody serial cable!" exclaims Craig. "Ah right so. Let's panic then".



11.30am

Scala save the day by promising to lend us a null modem cable. Everyone goes to the bar for a soothing cup of coffee. (Note to retailers: Not one of you had a null modem cable on sale! We'll get you back, see if we don't.)

12pm-1pm

Trying to get people to move away from the screens and allow us to get the game running on both A1200s is proving difficult. Finally after a series of running battles during which the riot police made at least 200 arrests, full access was gained to BOTH A1200s and the process of transferring the game was started.

1.30pm

A problem occurs: "Your hard drive is full". " Well get rid of something then". "What?" "Anything!" The process of transferring the game begins again and much wailing and gnashing of teeth was heard.

2.00pm

Competition deadline. Oops, the serial mode will not work. "Bloody Amigas eh!" exclaims Alan and is banished from the stand. "It's your machine's



▲ The Amiga Technologies stand featured this large screen, usually surrounded by baying and slobbering Scala fans and the like. Scala themselves were next door.



▲ Faces in the crowd maybe, but seconds later these two were locked in combat. Dirty combat.

Davidson, Worms inventor and guppy fancier turned up and put on an impromptu display of his promised Worms AGA update.

Development

Although Team 17 were the only UK games software house at the show there was certainly some more interest from abroad. Click Boom were there with Capital Punishment, and continued on to the ECTS to drum up some support for their original fighting game. Also there was a Polish company called Mirage who are supporting the "big Polish software scene" and are keen to import titles to the UK.

The press conference held on the evening of the Saturday night dealt with the VIScorp bid to buy Amiga Technologies from Escom. It was well attended by journalists and exhibitors and, it seemed, by just about as many interested parties as could fit in the hall. In truth there was little to be said at the conference, apart from the fact that the deal had been set up and was in process of being carried through. Despite the fact that members of the audience got quite worked up about VIScorp's plans for a set top box, and their lack of strategy on what they would do with the desktop machine, it was viewed by most as too early to tell what would really happen.

Last word goes to Peter Brameld of PBA, the show organiser: "I'm just really pleased that the whole show has been a success. I think we've shown the doubters that World Of Amiga can succeed and the fact that we had to extend the hall after the first night to take the crowds shows that there is sill a great commitment to Amiga. All I can say to the companies that did not come along and exhibit is 'I told you so'. All I can say to the readers of your magazine that turned up is thank you for making the show such a success. Here's to the next one". ■

fault", exclaim Team 17, "No it's your's" exclaim CU Amiga Magazine. "When can we play" exclaim two million fans.

2.30pm

"It keeps crashing", says Craig, "do you have an 060 card in yours?" "Er, no, it's a 50Mhz 030" is the CU reply. Another argument starts but the day is finally saved by Andy Davidson, who reminds us to do something horribly technical with the 060 and finally ...

2.37pm

The competition starts.

This all may seem very unprofessional and technically incompetent to casual onlookers, but we might remind you that we did not cause the Challenger shuttle crash, the Chernobyl reactor meltdown or the BSE crisis. 35 minutes late for a competition with code that was completed less than 24 hours previously and had little time for playtesting is a major achievement.

Anyway just six people made it to the ultimate test of Breed superiority over the two days of the competition. This involved winning 5 difficult Death Match bouts. Most tried and died, some got up to two or three wins but on Sunday afternoon the final games were played and the winners were drawn on the spot (three people on each day had succeeded).

The eventual winner of the Blizzard 1260 was Sean Martin of Hull in East Yorkshire. The joint second prizes of Blizzard 1230s went to Kevin Rochowski of Hazlemere in Buckinghamshire and James Allen of Bracknell in Berkshire and the unlucky runners up (but still top class, well hard competitors) were Darren Rees, David Fowler and Simon Colley.



▲ The link got set up and mayhem ensued. Here we see a Team 17 employee being trampled and assaulted by hordes of loopy readers. Nearly. Thanks for coming along folks. It was real.



◀ Craig Jones and Chris Bligh put on their best camera mugs and try to ignore cries of protest from readers who want a Death Match and a chance to win a Blizzard accelerator.

So fast even Mat missed it!

(this is the one that got away from Mat Bettinson's modem round-up)

ENTERPRISE 288 MODEM

BT Approv

Introducing the brand-new Enterprise 288 modem from HiSoft. This V34, 28.8Kbps fax modem is your perfect companion for super-fast access to bulletin boards, sharing information with your friends and colleagues or exploring the mind-blowing power of the Internet. Whatever your needs, the Enterprise 288 will meet them and, together with Surf Squirrel, often exceed them.



Picture shows: Enterprise 288 modem (£169), Jaz drive (£529) and Surf Squirrel (£99.95)

The Enterprise 288 modem can be used on any Amiga computer. To see it really fly, plug the modem into the amazing Surf Squirrel interface for the A1200 and you will see reliable transfer speeds of up to 115,200 bps, saving you time and, of course, money.

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Installing Net&Web couldn't be simpler, just enter your login name, password and Internet Service Provider then sit back and let Net&Web do the rest. Within a few minutes you'll be surfing the Web with IBrowse, sending email to your friends and downloading the latest demos.

2 EASY TO CONNECT

Net&Web is compatible with a wide range of Internet Service Providers (ISPs), including Demon Internet, Pipex, CIX and many others. Just choose your ISP from our installation list and Net&Web will set up your Amiga to connect at their local point-of-presence.*

3 EASY TO USE

Surfing with Net&Web is so easy; the super-slick IBrowse (available separately) makes cruising the information superhighway as simple as clicking a button. Also included in the Net&Web pack is the powerful MetaTool email program and the DaFTP program for file transfer.

* Note that, for now, we use the slip protocol and AmiTCP because this is far less expensive than the current alternatives. However, all Net&Web owners will be able to upgrade to the brilliant, new TermiteTCP (which supports ppp) at a reduced price.

HOT NEWS! HOT NEWS! HOT NEWS! HOT NEWS!

All Net&Web Packs now include a choice of two great connection deals:

- *one months' free trial with Demon Internet, the UK's largest service provider, or*
- *free connection plus one month free with The Net (arranged by HiSoft & Frontier Communications, subject to a minimum 3 months' connection)*

Net&Web software from HiSoft - making the Internet as easy as 1, 2, 3 ...

Enterprise 288 Specifications

Data Format: Serial, binary, asynchronous, 7 or 8 data bits. Parity: odd, even, none.

DTE Interface Speeds: 300, 600, 1200, 2400, 4800, 9600, 19200, 1200/75, 38400, 57600, 115200.

Operating Modes: Manual/Auto originate, Manual/Auto answer, Manual/Auto dial.

Dialling: Touch-tone or rotary/pulse.

Communication Mode: Full and half duplex transfer modes on two-wire switched telephone channels.

Fax Interface: Class 1 & 2.

Telephone Line: 600-ohm, balanced dial-up interface meeting BT specifications. One BS6312 type plug. REN 1.0.

Serial Interface: 25-pin RS232/V.24 interface with female DB-25 connector. Supplied with 25-way modem cable.

Power Supply: Plug-top 240VAC, 50Hz, supplying 9Vac @ 700ma.

Other: BT approved, CE compliant. Visual monitor of all major functions plus in-built speaker. Supplied with manual and warranty card (1 year).

To Order

Just Freecall **0500 223 660**, armed with your credit/debit card or write to us at HiSoft, The Old School, Greenfield, Bedford MK45 5DE, enclosing a cheque/PO, made payable to HiSoft.

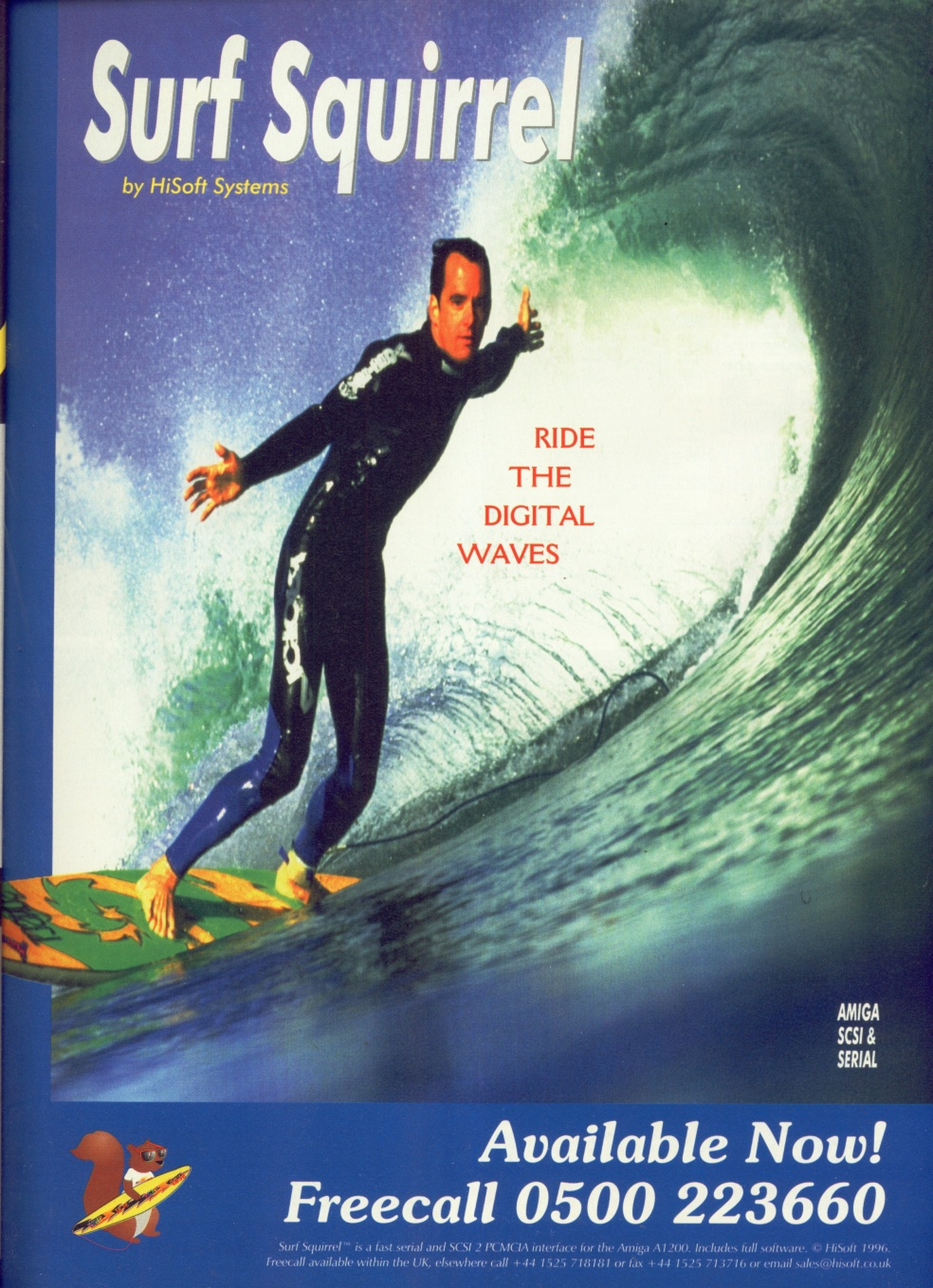
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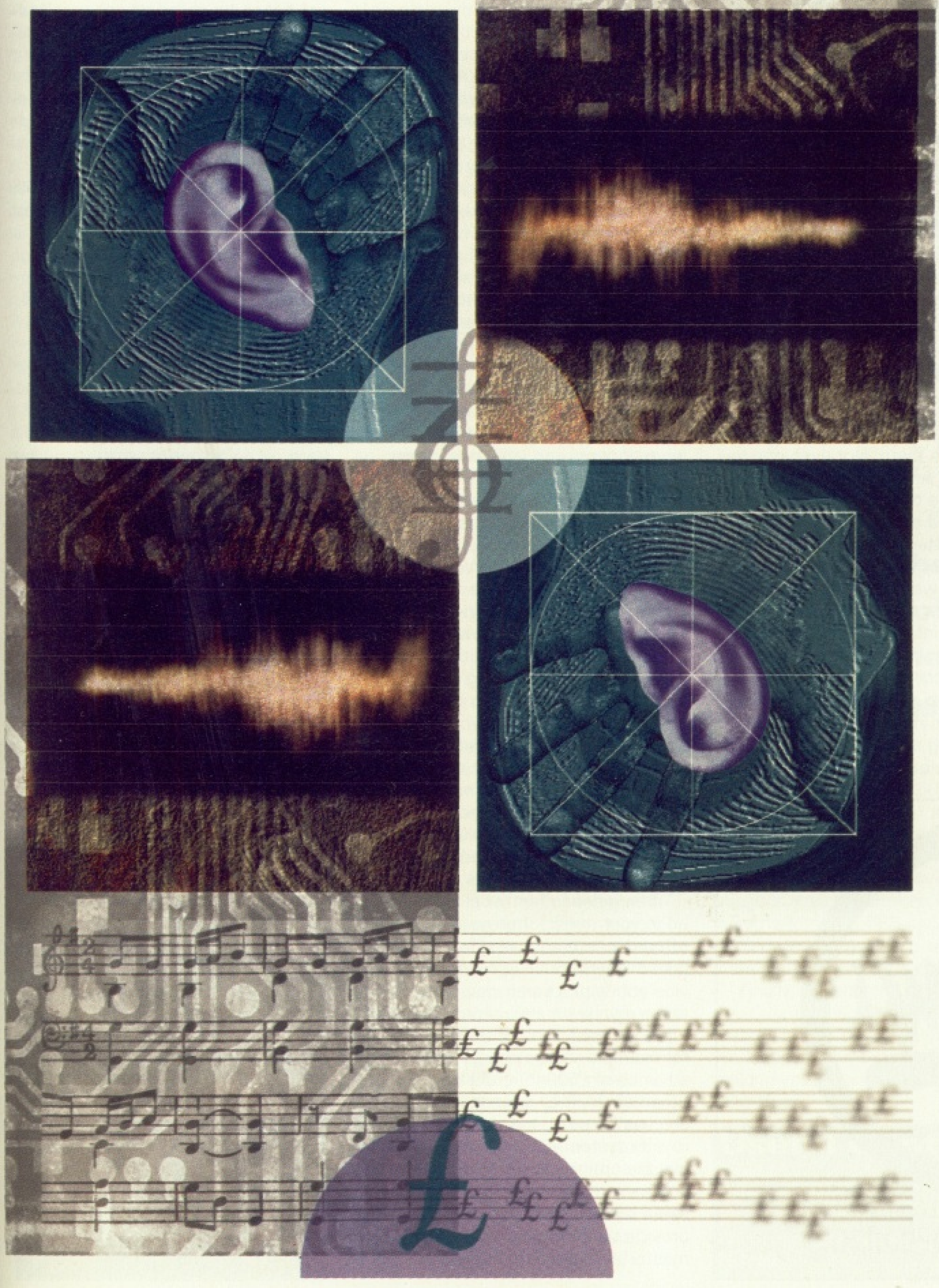
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Publish your Music



Inside your Amiga there's a musical masterpiece finished and ready to go. What happens next? It's time to weigh up the options ...

There's an old cliché which divides the creative process into two uneven components; inspiration and perspiration. But if you really want to get your music out into the world then you have to be ready to add dedication and determination to the list. And a liberal helping of common sense, of course.

The most important thing of all is to make sure that what's inside your Amiga sounds exactly the way you want it to. There are no magical fixes or stunning production touches which mysteriously occur at some point between you and your eventual listener, so make sure that you're completely happy with your music. Compare it with records that you've bought recently. Does it sound as good? Are you confident about it? Imagine yourself listening to this music in a room full of complete strangers. Would you enjoy it, or would that mis-timed note in the intro cause a flush of embarrassment every time it tumbles through the speakers? It's a worthwhile exercise because, one day, those strangers are going to be the people who buy your music. And if you're not completely happy with it, then you can't really expect them to be, can you?

The first step in getting your music out to those prospective

Manufacturing Costs

(12" Single)

To cut lacquers from DAT	£232.00
Process into stampers	£130.00
10 Test Pressings	£20.00
500 White Labels	£230.00
TOTAL	£612.00

Cost Breakdown (DIY 12" Single)

Retail Price	£4.50
Dealer Margin	£1.33
VAT	£0.47
Distribution	£0.70
Manufacturing	£1.22
Profit	£0.78

DAT is the common currency of the music industry ... If you don't have access to a DAT machine, then you'll need to either buy one or hire one.

buyers is to make sure that you can interface with them. Not everyone has access to an Amiga, so you're going to need some cassettes. You're also going to need a DAT recorder and two tapes to master your music onto. DAT is the common currency of the music industry; it's what you'll be asked for when the time comes to turn your masterpiece into a finished record or compact disc. If you don't have access to a DAT machine, then you'll need to either buy one or hire one (London's Audiohire, for instance, have a daily rate beginning at around £20). You can run a number of cassettes off the DAT master but do make sure that you have a back-up – things can, and do, go wrong with DAT tapes just like anything else. Once you've got two DAT masters and a supply of cassettes, you're ready to roll.

Soma

QUALITY RECORDINGS

Major vs indie

At one time, the most tried and tested route to a record release was through major record companies. But things have changed. Now there are a number of different options open to anyone who has the drive and determination to get their music heard. You can still choose to send a cassette of your material to the A&R department (the department responsible for seeking out new talent) at a major label, but you should be aware that the odds of success aren't high. Terry Donovan, who works in A&R at Arista Records, gets "anywhere between five and thirty tapes every day" and that's reflected in the sizeable box of demo tapes which sits next to his desk. Very few acts are ever signed to majors on the strength of an unsolicited tape and increasingly, their A&R departments are looking towards the independent sector as a source of new talent.

Independent labels themselves are a better bet, particularly in the field of dance music. Soma is one of the country's most respected techno independents and label boss Dave Clarke reckons they get "an average of around seven tapes per week". That's a fairly typical figure which means that there's more time to listen to each individual tape. With around 24 releases in any twelve-month period, Soma try to provide equal opportunities for both new and established artists but competition is fierce and the label's five-strong A&R team have a rigorous selection process. Dave recommends that you make approaches to independent labels who have a proven track record in dealing with the style of music you make. Check your own record collection for addresses and telephone numbers and invest in some padded mailers for your cassettes.

If an independent label is interested in your music, then you'll be offered a contract. Usually this will take the form of an agreement to provide you with a small cash advance and a royalty on any records they sell – for a pressing run of 2000 singles, for example, Soma pay an average advance of £500 (but, unlike most other labels, they operate a profit-sharing scheme in preference to the royalty system). The contract may also include options for further releases, so check the small print. If in doubt, see a lawyer. You'll then be asked to provide the company with your DAT master which should be clearly labelled with details of the relevant tracks (remember to keep your back-up tape in a safe place). From that point on, the future of your music is in the hands of the record company.

Your own label

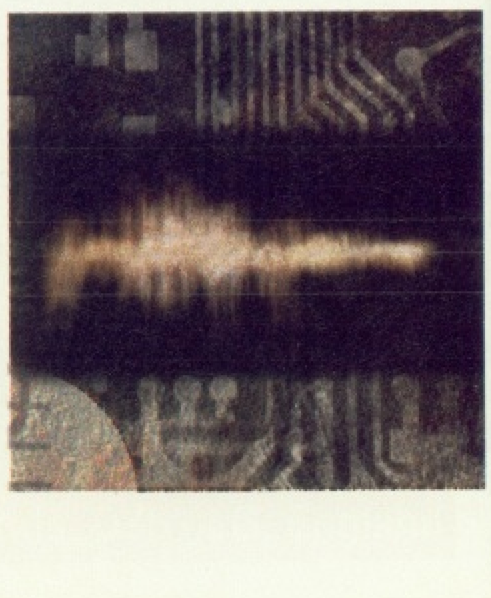
If you believe in your music strongly enough, you may opt to release it yourself. Kevin McKay set up his successful Musique Tropique label as a way of retaining total artistic control over the music. "In the end, nobody is going to work harder for your music than you are," he says. And it's a valid point.

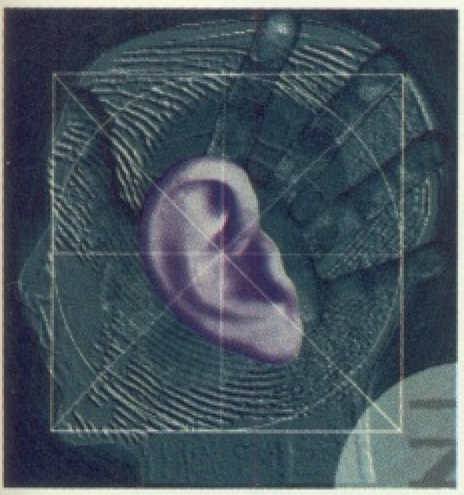
Kevin contacted several manufacturers to get the cheapest unit cost for a 12" single, then set about finding a distributor (the distributor is responsible for getting the records from the label into the record shops). "It's basically a case of finding the right organisation," he explains. "Find out which other labels they distribute, talk to people who've got experience of working with them." The distributor will want to hear a cassette of the release before making a commitment. If they decide to go ahead, they'll give you an idea of the number of records they expect to sell and some idea of what they want in return. Usually it's a commission of around 35% on every record that they sell to the record shops. (Distributors may also offer a Production & Distribution deal if they're particularly keen on doing business with you - that means that they'll pay for the manufacturing process, but in return they'll expect the lion's share of any profit.)

Before going it alone, it's worth doing some basic market research by taking cassette copies to a few record shops who specialise in your style of music. The people behind the counter have a good idea about what they're likely to sell and asking them about the number of copies they might order can be a fair indicator of whether or not you're likely to be successful.

Promotions

You should also be aware that, if you're serious about your music, then you're going to have to do everything that an established company would do (if not more) to help promote a record. Is there a DJ on your local radio who





plays a similar style of music? What about newspapers and magazines? Are there any journalists you know who may be interested? Make a list of names and addresses of the people you think might be able to help your music reach a wider audience. But be specific. If you target the wrong people, your effort will be wasted – it's unlikely that Woman's Realm are even going to interested in your techno masterpiece let alone write about it.

Armed with your list, you need to work out how much it is going to cost to send these people copies of your record. If you can afford it, invest in some cardboard mailers (Most big stationers like Wiltons of London supply professional quality mailers at reasonable rates). Make sure that you include at least some information with the record – the title and your name, of course, a release date (which, in the case of magazines, should be around six weeks from the date you're sending promotional copies out, to allow time for journalists to listen to it and, hopefully, write about it) and a contact telephone number. If there are influential club DJs who play your style of music, it's worth considering sending copies to them – remember Steve 'Silk' Hurley's 'Jack Your Body' got to No.1 in the charts without a single radio play or press article; its success was due to heavy club exposure!

If you have planned a well thought-out and realistic promotional campaign, then potential distributors are going to take more of an interest in your music. Competition is very strong for their services and a record which is going to be well-promoted will be much more attractive to them. Promotion helps them sell more copies and, therefore, makes them more money. And by helping them, you're also helping yourself, any interaction with the media will multiply the number of people who hear about your music by a significant factor and increase your chances of success.

Library music

Don't be disheartened if the music inside your Amiga is more soundtrack-oriented. It may not be practical to relocate to Hollywood but it's worth approaching companies who specialise in 'library music' (that's the ready-made incidental music which is used in many television programmes and radio jingles). Arm yourself with a copy of the Music Week Directory (currently £36.00 plus P+P from Music Week's Subscriptions Dept. - see contact no. below) which provides the names and addresses of the main players in this market and make sure that separate tracks are clearly identified by the kind of moods and settings they evoke. It's a tough market to crack but there are many musicians who make a successful living from this kind of work.

Bill Nelson was approached by EMI's library music division, KPM, following the release of his instrumental album 'The Summer of God's Piano' on his own Cocteau label. "I hadn't made the music intentionally for that purpose," he explains, "but someone from KPM heard it and decided that it was exactly what they were looking for. In a way, library music can be described as off-the-peg atmospheres, but you do have to have lots of material out before it becomes financially rewarding."

Bill has also provided commercial soundtracks for companies such as American Express, AT&T and Toyota. "Again my involvement came through someone who'd heard my work elsewhere," he says. "But sending demos to advertising agencies would be an equally valid introduction. You do need to be fairly disciplined. There are a lot of people concerned in the creative side of making a commercial and often they can be pulling in quite different directions. You need to be able to satisfy them all with your music. It's not an area where you can afford to be over-protective of your work – you'll be called upon to change pieces or re-edit them right up until the last minute. But there are compensations. A good advert will have a fairly sizeable budget for the music so it can be very financially rewarding."

However, it's important if you're thinking of exploring this avenue to invest in some sort of synchroniser which will hook your music to any visual cues, warns Bill. "When I first started doing commercials and television soundtracks (Bill did the themes for Channel 4's 'Map of Dreams' and 'Brond' amongst others), I was using a stopwatch to match the music to what was happening on film. But it becomes very complicated when you're doing it that way because things are being changed so often. A synchroniser simplifies that process and allows you to concentrate on the most important part of what you're doing, which is the music itself."



It's worth approaching companies who specialise in library music (ie the ready made music which you hear on a lot of TV commercials). Bill Nelson, left, was approached by EMI's library music divisions when they heard his instrumental album "The Summer of God's Piano".

The PRS

Don't forget that if you are successful in getting your music out to the world, you should consider joining the Performing Rights Society. The PRS is an organisation dedicated to the interests of artists and composers whose work has entered the public domain. If your music is broadcast on radio or television or even performed in any commercial way, you may be entitled to a payment. To give you an idea of the kind of benefits you might expect – a three minute play on Radio One is currently worth £50, while three minutes of your music in the background of a TV programme could net you up to £130. There are membership criteria – you need to prove that your music is already commercially available in some form but PRS provide an information pack to guide anyone who's interested in becoming a member.

If you're serious about your music, then you're going to have to do everything that an established company would do (if not more) to help promote a record.

Finally, the golden rule is 'don't give up'. Overnight successes don't often happen in real life. Be prepared to work hard. But most of all, enjoy making your music ... ■

Tim Barr

Useful Contacts

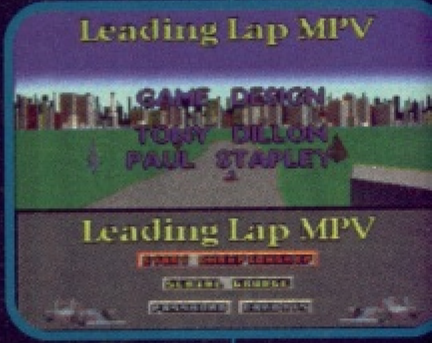
Audiohire	0181 960 4466
Wiltons of London	0181 341 7070
Music Week Directory	0171 620 3636
PRS Membership Registration	0171 306 4341
PRS Web-Site	http://prs.co.uk

Leading Lap Upgrade Offer

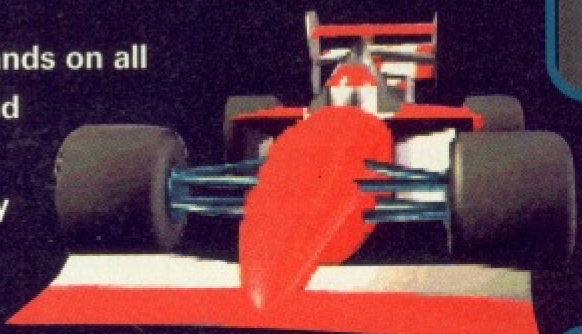
OK, so you've seen what the hottest polygon racing game on Amiga has to offer (CU Amiga Magazine April's cover disk). The five track version of Leading Lap you've just lost sleep playing is only a part of what the entire game has to offer. Upgrade now to the complete version of Leading Lap MPV and you can get your hands on:

- 12 complete tracks
- Enhanced music and in-game effects
- The chance to drive through cities, country roads, prisons, industrial estates and more
- An entire library of game objects, to work with the TIGER track design (AGA only)

Remember, Leading Lap will not be available in any shops, and stocks are limited, so fill out the coupon below, and send it with your cheque or postal order to: CU Amiga Magazine Leading Lap offer, Reflex Interactive, 13 Hawley Crescent, London NW1 8NP. Tel: 0171 284 7956. Please allow 28 days for delivery.

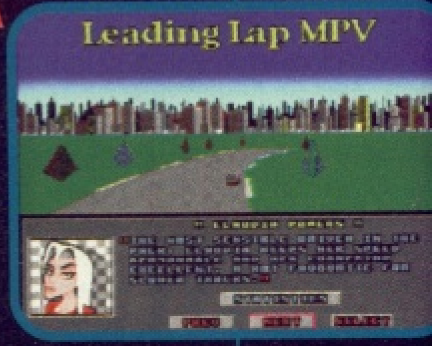


Offer 1 – AGA: For just £12.99 plus £1.95 P+P, get your hands on all 12 AGA tracks, plus the complete stunning soundtrack and in-game effects



PLUS:
- Complete TIGER track editor
- Conversion utility suite to import objects directly from Imagine 3.0
- The leading Lap object library

Offer 2 – ECS: Get the complete all Amigas version of the game, with all twelve tracks for just £4.99 plus £1.95 P+P. (Track editor not available for non AGA machines.)



Priority order form

AMIGA MAGAZINE

Please rush me my Leading Lap upgrade pack (tick below)

Description	Quantity	Price
❑ A1200 A4000		£12.99 each
❑ A500, A500+, A600		£4.99 each
		Please add £1.95 for P+P
	Total £	

Method of payment

❑ Cheque (£ sterling) Made payable to Reflex Interactive ❑ Postal order (£ sterling) ❑ International Money Order

Name ....

Address ....

....

....

Postcode .... Daytime telephone no. ....

CU Amiga Leading Lap offer, Reflex Interactive, 13 Hawley Crescent, London NW1 8NP.



ScreenScene



The recent ECTS and WOA shows were both very pleasant surprises. The unexpectedly large numbers of attendants at the WOA was most welcome as was the amount of Amiga games on display at the recent ECTS. Admittedly, the Playstation and Saturn stole the show at ECTS but the Amiga's presence was still felt: it was fighting its corner ... see the special games report on page 34 to find out more about what was on show at each event.

Although they didn't attend either show Vulcan Software are still supporting the Amiga and their latest in the Valhalla series looks ready for release soon. Check out the shots on page 36: you'll notice that they've changed from the old overhead view to an isometric one. This perspective makes it a lot easier to spot items you couldn't have before in the series. Vulcan have also released a Timekeepers update.

And as Championship Manager 2 draws ever nearer, Domark have gone and released another football game. This time it's not a management sim though, it's top arcade action. Total Football is a cracking game which bears a flattering resemblance to FIFA and has lots of nice touches like groovy after match celebrations and limping players. We were also hoping to bring you Chaos Engine 2 and TKG this month but it's slippier than margarine in developer world at the moment and they've been delayed until next month. We hope.

And what will happen if VIScorp take over? It's anyone's guess, but let's hope they support development.

Lisa Collins
Deputy Editor.



Championship Manager p38



Total Football p42



Previews

Reviews

Tips & Guides

Game for a

World of Amiga: packed with Amiga games eh? ECTS: none in sight. That's what you'd think but we found a different story.





▲ Looking good: Flair's Double Agent spy game was up and running at ECTS featuring split level screens and groovy graphics.

The World Of Amiga was a big disappointment for games. What was there was brilliant though, and we brought it there: Alien Breed 3D 2, The Killing Grounds. The CU Amiga/Team 17 Breed death match competition was a massive attraction (for winners and a competition diary see the World Of Amiga Report on page 22). Apart from that, Worms was being played on another magazine stand and Capital Punishment was being displayed on yet another. And that was it. No-one was selling games, no software houses were there (except for Team 17) and a lot of those attending were disappointed because they could not find games. Premier mail order take note.

Of course some of this could be put down to ECTS which was just up the road in Olympia. Guildhall Leisure would have been expected to make an appearance at any World Of Amiga, accompanied by representatives of Manyk, Acid, Siltunna, but no. They had a stand at ECTS and couldn't spare resources for another show.

But WOA did attract plenty of programmers and developers, not least of which a Polish company Mirage, keen to bring what their sales manager Lech Buszczynski described as "the many quality games which have been developed in Poland but have never been seen outside the country" to the UK. The titles he gave us included a beat 'em up called Super To Mo, an adventure called Rock Star and a vertically scrolling shoot 'em up called The Joy Of Killing. Lech explained that both Super To Mo and Joy of Killing had copy protection which he would fax to us at a later date. He didn't. The Joy Of Killing was a pretty average vertical scroller, but as he claims there are plenty of games available we'll be attempting to get in touch again and will report as soon as we do.





▲ Capital Punishment: its Development Manager attended both shows showing off the latest update of this gory beat 'em up. Check out those bendy shadows. Technically excellent.

In fact it came as a surprise that there were more Amiga games at the spring European Computer Trade Show, which took place from 14th-16th April, than there were at WOA. Most developers and programmers moved on there after WOA, and it was altogether a bigger and more significant event – albeit one dominated by Playstation, Saturn and PC.

Capital gains

Somewhat disappointingly Guildhall Leisure were not actually demonstrating any of the Amiga games they have lined up, but they were keen to point out that we should see games such as Legends very soon as well as CD32 versions of Fears and Xtreme Racing.

It was good to see Capital Punishment again. After our preview last January we heard precious little about it, but at both WOA and ECTS its Development Manager Alexander Petrovic was touting the game like a demon to all the major software houses. As you can see from the screenshots it's come on quite a way and we were able to play with most of the characters and on most backgrounds when he brought it up to our office after the shows were over. And it looked impressive. The swaying shadows of the original demo we saw and previewed were only a taster of the beautifully shaded light and dark levels, split shadows and many other effects never seen before on Amiga (see screenshots for some idea of how it's changed for the better).

laugh?



Other games on display at the show included the Bitmaps' now impressive looking Chaos Engine 2, in full working order and near completion. When we say we'll be reviewing it next month we mean it this time – unless something drastically goes wrong. According to Simon Knight "It's going very well now and the A1200 version will be in playtesting at the beginning of May. The A500 version won't be far behind. Delays are still being encountered if Chaos programmers are temporarily moved back to Z to finish or change something, but I'm confident that we're nearly there." And what about Z? "We'd like to do it, but are there enough people out there with the machine specifications to run it?"

Flair Software, the company infamously responsible for the Magic Pack in-box game Whizz, were at ECTS demonstrating their latest Amiga game, Double Agent. The game is like a Nineties version of the 8-bit classic Spy vs Spy. In it you compete against up to three others and can bizarrely spy on people disguised as characters such as Elvis or Humphrey Bogart. Unfortunately Flair's MD James Meffendorf claimed that Double Agent would be their last Amiga product. According to him although there had been a resurgence in the Amiga market, it seems to have died off recently. When we told him of the VIScorp takeover he sounded a bit more positive and said that after Escom had taken over "The Amiga didn't get the kickstart that it needed, if the new owner has as great a potential and as great an opportunity as Escom did and they put the right money behind it, it will do well because there's huge hole in the market."



When we told him how much cash VIScorp have put up for the deal he sounded even more enthusiastic and replied: "Sounds like they're very serious, if there's a great increase in Amiga sales then we will seriously consider developing a series of products."

Domark, though not actually exhibiting in Olympia (instead choosing the luxurious Hilton nearby) also came up trumps. Product Manager Paul Fox was there to greet us with a nearly finished Championship Manager 2 and a review copy of Total Football. We've all been eagerly waiting for Championship Manger 2 for ever now, so it was with some surprise that Total Football was there ready and waiting to be reviewed before it. See page 42 for the review. As for Champ Manager 2 see page 38 for a preview. We should have it very soon (honest).

Italian Job

A surprise was waiting on the stand of Evolution Entertainment, an Italian distribution and publishing company: the best darn Streetfighter clone we reckon we've ever seen on Amiga. It's called Fighting Spirit and is programmed by Italian developers Light Shock entertainment. Due to come in both A1200 and A500 versions it was VERY impressive, and might just beat XTreme Racing's record for the game with the most options ever. These include four different types of game (Story Mode, VS Battle, Tournament, Team Match), four different options of game style (combining options with the type of game chosen will allegedly result in 64 different styles of arcade game) as well as blood levels, time and difficulty levels etc. Marco Blondi, the game's Product Manager claims that its overall look is "SNK style, with playability like Street Fighter II. The Amiga's secret COIN-OP mode has been activated [by Fighting Spirit]!" Settle down, Marco. It's hard to fault his enthusiasm though. Take a look at the screenshots: and it moves as good as it looks. Even on a basic A1200 it's impressive. SSFII Turbo, you're dead.

Not bad at all

There you have it. WOA games: hardly any, ECTS games: a pleasantly surprising number. It looks like the Amiga is still holding its own, even against the Saturn and Playstation. So let's keep that way. ■

Alan Dykes, Lisa Collins





▲ **Evolution Entertainment's Fighting Spirit put up a good show at ECTS. It's probably the best Streetfighter clone we've seen on Amiga: but we'll reserve final judgement until it's finished.**

Valhalla

And the Fortress of Eve

■ Due TBA ■ Publisher: Vulcan Software

✆ 01705 670 269

The premise behind the original Valhalla games was simple. You took control of a young dispossessed prince and acted as his guide through the numerous game locations in his quest to destroy his evil Uncle, who had taken over the Kingdom following his brother's, ahem, 'death'. Who said computer games and Shakespeare were incompatible, eh? The first two Valhalla games were, looking back at them now, very average overhead adventure games with only one remarkable feature ... speech. Yes, that's right, whenever young Hamlet picked up an object or did something really interesting like jumping down a hole, the little disk light on your Miggy would flash and the drive would painfully conjure up some small exclamation like "Incredible" or "It's a wall". This was the main selling point of the game: but it had one problem. The squeaky sampled voice soon grated and started to get on your nerves. Sooner or later you'd be throwing the little guy down stairs and off ledges on purpose in an attempt to get rid of him. However, some people liked it though – Tony Dillon did as he awarded the original a highly respectable 90% in the July '94 issue.







So what's happening with the latest incarnation of the game? Well, time has passed and things have changed. The once war torn fields and villages of the land have been replaced by peace and prosperity and the young king has ruled over his loving subjects with justice and wisdom, having slain his tyrannical uncle, The Lord Of Infinity (or Bob to his friends).

Now however our little monarch is faced with a bigger, more pressing problem. He's found himself at that time of life when male blood is reduced to a swirling maelstrom of hormones, and anti-acne cream and greasy hair (see screenshot, left) are the order of the day. It's a time when young lads begin to change from spotty, girl hating prepubescents into spotty, besotted, frustrated teenagers.

Unfortunately for the prince he can't find a girlfriend to sort these frustrations out with. This is not at all due to the fact that he looks like a peeled smurf; it's because a wicked witch has kidnapped all the women in the land. And so this month's adventure involves hunting down the witch and liberating the ladies (hopefully to their ever grateful delight).

Further detail is rather scarce, but we've taken some screen shots to show you how the game looks. As you can see, the overhead view has been ditched in favour of an altogether more stylish and effective pseudo isometric look. This also serves to make the various objects and characters much clearer and more obvious. The control system has also been changed, with a mouse being the primary input device. No release date has been set yet, so more news as we get it. ■

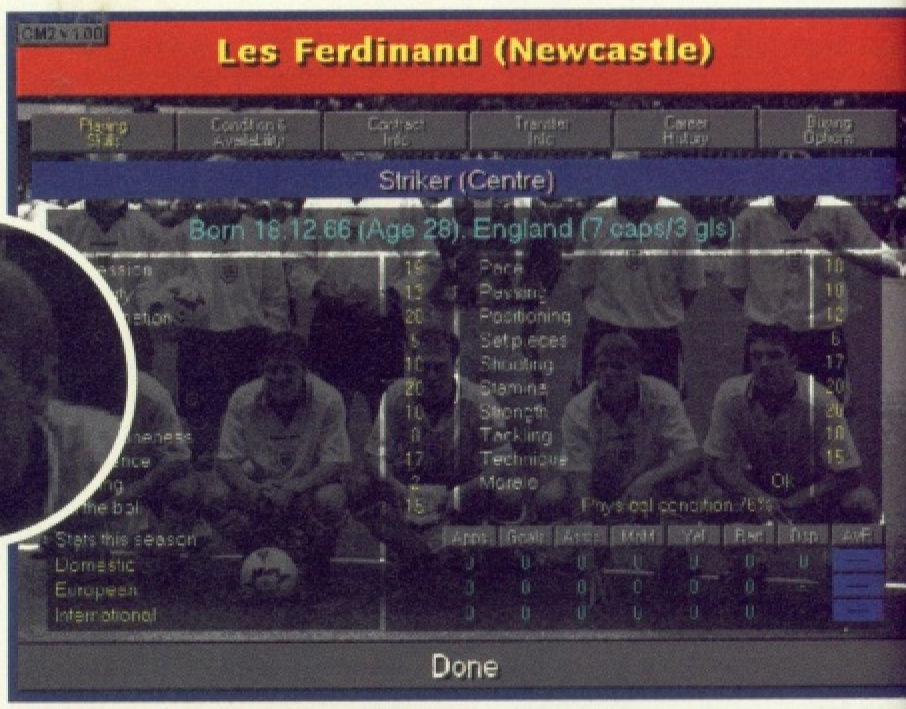
Shane Kelly

Championship Manager 2

■ Due: May ■ Publisher: Domark ✆ 0181 780 2222

Room for a little one? Can there possibly be a space for another football management game?



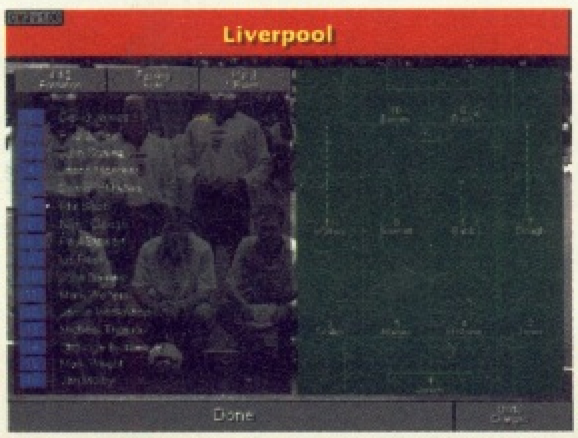


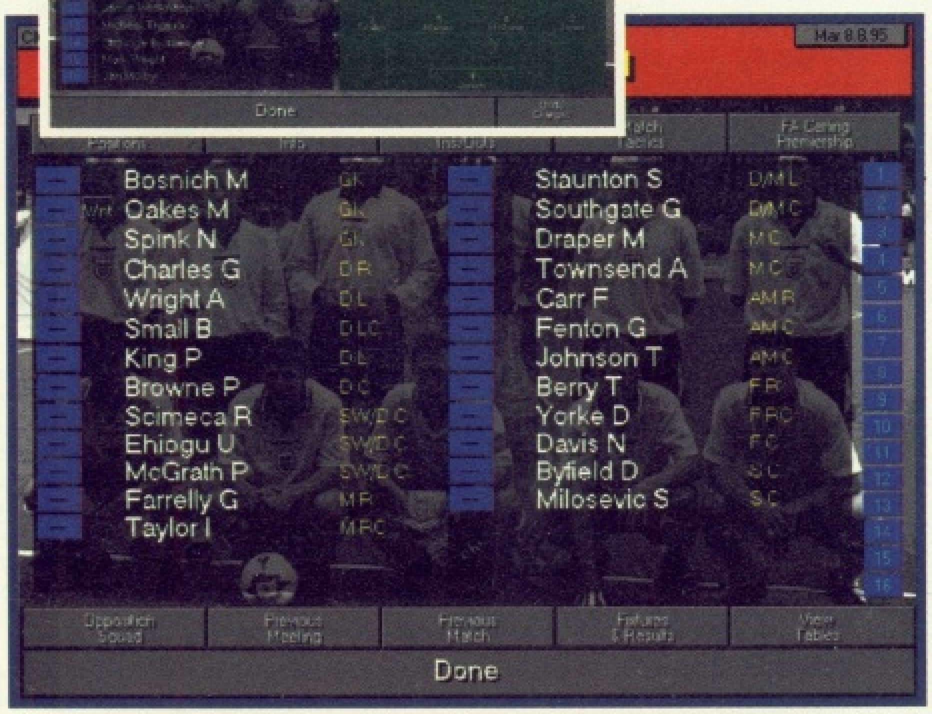
▲ All you ever wanted to know about Les Ferdinand.

"Thank God for Championship Manager 2", remarked a spokesperson for one of the large distribution houses at the recent ECTS exhibition. I'd asked him when would the big boys start releasing games again for the Amiga. His reply was that I shouldn't hold my breath for the immediate future but at least Domark were keeping the flag flying with their imminent release of Championship Manager 2 and Total Football.

Surely, though, the market is saturated with football management games already? Is it possible that there is room for any more. You wouldn't think so. However, you can't keep this genre of Amiga game down. Just one look at the HMV games chart, in the news this issue, will tell you what the most popular genre is: seven of the 10 listed games are all football ones. Surprise, surprise.

With that in mind, all Amiga football management game fans must be waiting very impatiently for the sequel to possibly one the best football management game ever. Championship Manager was a big hit when it was released a few years ago. Now with new programmers IME who've worked on Amiga games such as Hawkeye and Gary Lineker's Hot Shots, Champ Man 2 is set to appear on a screen near you very soon.





▲ What a bunch of likely lads. All they need is a good manager to take them to dizzy heights of international competition. Are you up to the challenge? Do you look good in a sheepskin coat?

It remains to be seen whether CM2 will just be the original disguised in a new and differently designed box. It will also be interesting to see how it will be brought up to date.

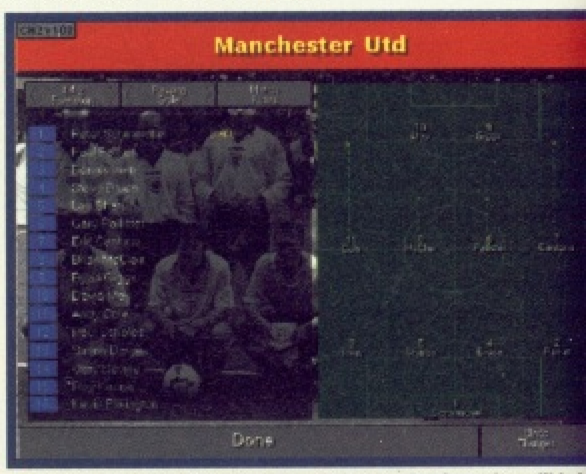
According to Domark, the new version boasts improved graphics (including real digitised teams and players) and an expanded database. Domark say that the database has been expanded to include more players statistics which will now reflect shots on target and the number of tackles. Up to four players will be able to play simultaneously, will come on three disks and will run on all Amigas with 1Mb. Unfortunately no AGA specific or CD32 versions will be available.

Now football games are all about realism, yes? So I have a suggestion for another statistic that they might like to include: stroppiness. That way you could have all the fun of dealing with the Eric Cantonas of this world. For example, Eric's rumoured to recently have cost Man Utd quite a few bob because their new kit didn't have a c[...] he could turn u[...] his usual trademark style. Now if you could incorporate these sort of variables into a game (as well as financial scandals, page three model scandals etc) it would be REALLY realistic



We should have a full review next month, so you've only got t[...] wait a little longer. ■

Lisa Collins



▲ It's all a question of tactics. Now let's see what formation will I pi[...] for this important match?


Blood Flies Faster in a Blizza


The artificial genome in
an embryonic harvest
we the Righteous
shall grow to burn
the humanity plague
we the Pure
from the killing grounds
we the Breed
futura genuflexion
"Three seconds after loading a level,
I became a believer!"
ALAN DYKES
EDITOR CU AMIGA
"Amiga's brightest star for 96"
NICK VEITCH
EDITOR AMIGA FORMAT
THE KILLING GROUNDS
ocean
TEAM17
http://www.team17.com
© 1996 Team 17 Software Ltd.. The Killing Grounds. All Rights Reserved.

Total Football

■ Price: £29.99 ■ Publisher: Domark © 0181 780 2222

A footy game coming out on the Amiga that isn't a management sim? Yes it's true.







▲ The goalkeeper makes a lovely save to the delight of the crowd. Inset: nasty tackle, what was he thinking of?

Ladies and gentlemen, for your pleasure and comfort I would like to present this review to you in four easy to swallow chunks. Firstly I will be showering you with general information about the product being tested; secondly I will be telling you what I don't like about the aforementioned product (just to get the horrible stuff out of the way early); thirdly I will be telling you what I do like about the game (to leave us all with a warm feeling); and finally I will be sharing with you my overall thoughts and comments on the game. Right then, shall we begin?

Now it's a brave man that enters the Amiga games world with a soccer game. For many many years the throne has been occupied by – depending upon your preference – either Sensible Soccer or Kick Off 2. While Sensible only strengthened their position with Sensible World of Soccer and subsequent updates, as far as healthy competition goes, only the likes of the graphically-pleasing FIFA and the shamelessly unoriginal Football Glory have been of any note. And that's how things have been for quite a while …

Most of the soccer games seen over the past twelve months have targeted the highly popular management genre, leaving everyone to merrily crack on with Sensi until something better arrives. At this point, however, I'd like to introduce you to Domark's Total Football.

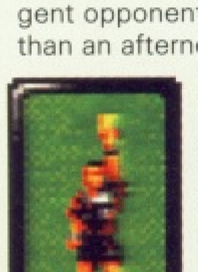


▲ Places everybody. This time it's 4-4-2.

Attack

Sad to say, I have to make it clear at this early stage that Total Football won't be earning itself a higher recommendation than Sensi. It does however offer us a pleasing distraction; with one or two players able to play with fifty international teams, six pitch types and four different tournament types. Other usual options are made available (such as weather, match length, etc.) along with a rather unique control method that I'll talk about in a moment. If you're looking for more blurb, the makers are proud to announce over 1700 frames of animation, crowd samples, intelligent opponents, and "more fun than an afternoon with Saint and Greavsie" (although I'd personally rather spend an afternoon with Hitler and Mussolini).

The control system





▲ GOALLLLLLLLLLLLLLLL. The boys swing into celebration action.



▲ Our boy in red takes a nifty corner.



▲ Free kick: he shoots. Inset: he scores or does he?


▲ Yet another one of the funky celebrations that make this game very worthwhile.

mentioned is an interesting one, and though I can't report to have been entirely comfortable with it, it at least breaks away from the standard method employed (which you can accept as a positive or a negative – I'm generally of the thought 'If it ain't broke, don't fix it!) This system works by monitoring how many times to press the fire button in quick succession. Press the button once and the ball will be passed. Press twice and you'll get a more powerful kick that can be affected by after touch in the usual way. Press the button three times before launching the ball and it'll whistle up the pitch with maximum strength but little control. And (apart from double tapping the joystick for a speed burst) that's it.

The main problem with this (and here we're getting into that 'things I don't like' section) is that there's a delay of a second while I imagine the computer must be waiting to see if you're going to press the button any more. This means that you don't get an instant response to your commands. This is damaging in practice as, when you need to shoot quickly while under pressure, that extra moment often allows the computer to run in and steal the ball. Another problem occurs when you press to tackle and the computer changes direction before the animation actually sends you off across the floor. This either leads to missed tackles or, more often than not, late challenges and the various penalties they incur.



Penalties

Another problem that might seem petty – but in practice affects the game quite badly – is that the screen gives you no indication of where your other players are. Quite often you'll have a man on-screen, but it's not the one you're currently controlling. As for where that man is, well ... I've no idea. Obviously, as you get used to the formations and where you're men are to be found this problem lessens, but it doesn't make things easy to get started with.

But that's enough punching – now for some smooching. The loading time is superb. It takes a little while to get all three disks loading in initially, but once you're into the game, you can speed through options and into the game at an excellent pace without ever swapping again. The graphics are good, with smooth animations and nice details on the players and the crowd. I particularly liked the fact that, when brought down with a bad tackle, the receiving players limp from the clash and remain slightly wobbly for the next minute of play. The headers and volleys are convincing, although it must be said that considering how hard it is to get into scoring position (most of our games were pretty low scoring) the keepers are possibly a bit too tasty.

So overall we're left with what is easily one of the better soccer games we've been offered since Sensible World of Soccer was released (way back in the mists of yesteryear) but one that is still hindered by some silly quirks. If you liked FIFA but hated the speed, this could be right up your alley. As for me, well ... rather predictably, I'm off for a game of SWOS! ■

Matt Broughton




▲ The boys are all lined up ready for action. What's going to happen next? Oh the tension.



▲ Here's your list of what you can muck about with for each game.

TOTAL FOOTBALL £29.99

workbench version	1.3
number of disks	3
RAM	1Mb
hard disk installable	Yes

graphics	82%
sound	82%
lastability	81%
playability	81%

OVERALL
By no means the best, but still pretty funky.
82%

Timekeepers Data-Disks

■ Price: £5.99 ■ Publisher: Vulcan Software ✆01705 670269

ARE YOU READY? Vulcan extend their special forces.

Vulcan software from Portsmouth have an unusual approach to producing Amiga games – they don't sell any of their software over the shop counter. They operate instead via mail order only so you buy (or don't buy as the case might be) directly from them. This advantage enables them to keep production costs down and because of this they hope to continue producing Amiga software in the long term.

Can you feel the force?

Timekeepers is a very playable game involving an elite police force from Earth's future who must protect the 4th dimension from total destruction (don't try this at home kids). An evil warlord has placed 20 nuclear devices in four various time zones of Earth's history and your job is to take control of four platoons of 14 diminutive bobbies, travel back in time to locate the bombs, and save

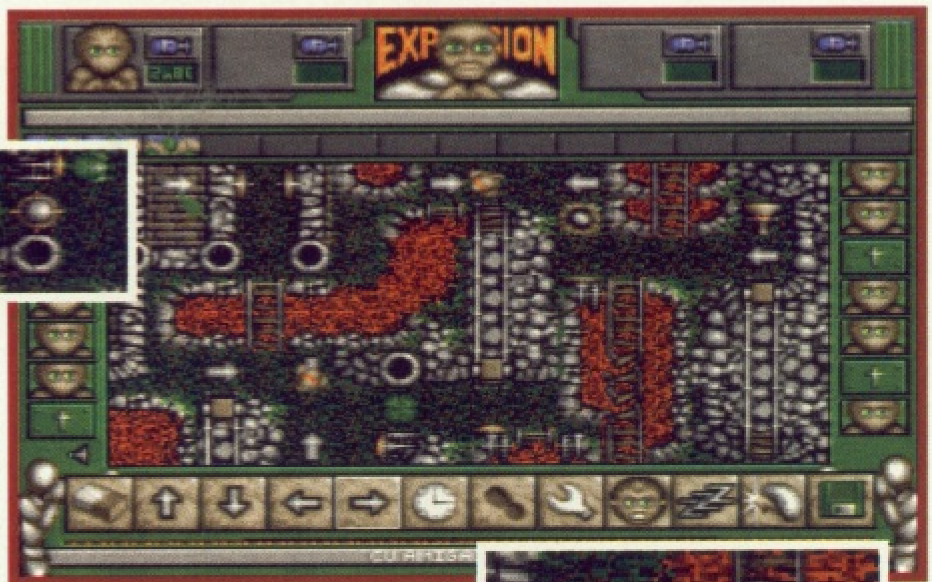


▲ Follow that path boy and you can't go wrong. With a hop skip and a jump you're away.

Earth's future. There are 60 levels that are absolutely littered with devious designer puzzles, obstacles and traps and we were very impressed with the title when it was first launched last year.

So now we have the long awaited Expansion disk for you to battle through. By using the new disk you replace the original Timekeepers disk two and although the graphics and sound have remained unchanged there are tons of new levels for the fans to pore (and sweat) over.

The game still plays like a dream as you once again travel through the centuries in a bid to locate new nuclear



▲ The levels look very similar to the original Timekeepers but they are harder to complete.

devices set to threaten Earth's future once again.

A bit quick

One significant criticism is that when you start the game you still have just nano seconds to make a crucial decision that may save some of your men from instant death by falling over cliffs and down holes, just like in the original. Also, the inclusion of music while playing could have generated atmosphere that would have got the pulse racing. There are only sparse sound effects at times, and this could have been fixed in the data disk I feel.

The game still reminds me of DMA's Lemmings (that's a good thing though) only this time we have an overhead perspective which gives us something more to think about while laying out your pathway to success. It's not as cute though because of this.

No matter, I wholeheartedly



recommend that you resurrect your original Timekeepers disks: these 60 new levels will bring back all the fun again. It's a steal at £5.99. If you don't have Timekeepers then I would heartily recommend that you get a hold of it. It's been out nearly a year now but it stands the test of time very well. This data disk enhances it more than ever.■

Mark Forbes



Teeny weeny

To fit everything into the small amount of available space the graphics have undergone some radical miniaturisation. They're not bad or anything, in fact some of the sprites are pretty detailed considering their size and are delightfully animated. It's just that there's a constant feeling of crampness within the game, and the eyes do begin to strain after a while. I know it's only an aesthetic thing, but it can make a difference to the game as it's very easy to miss something vital. Switches and traps are also very obscure at first, although this is mainly due more to the spartan manual (if you can call what resembles a few postage stamps stuck together a manual) than the actual game engine itself. Shane Kelly, our work experience lad (who was forced to play Timekeepers all day) felt that this expansion disk was on the hard side and was very annoyed at having to keep ploughing through levels he'd nearly completed again and again because he'd made a slip up. We still love it though. Vulcan's best.



▲ The eagle is coming to take you away, ha ha, he's coming to take you away, boom. boom.

TIMEKEEPERS £5.99

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

workbench version	1.3
number of disks	1
RAM	1Mb
hard disk installable	yes

graphics	77%
sound	82%
lastability	78%
playability	80%

OVERALL
Cracking good value for an expansion disk. **81%**

Snip tips





Easter is all done with and those last scraps of chocolate have been wiped from the bottom of the fridge. So, as Summer is almost upon us, why not get stuck into some Amiga game tips instead.

SYNDICATE
Bullfrog

Edward Caplen from Winchester has a very specific cheat – namely a suggested solution for the Atlantic Accelerator mission. Equip each of your team members with the following: one scanner, one mini-gun, two Gauss-guns, four shields. When you're smack bang in the level, turn the shields on and run at the enemy. DON'T get out any weapons or the guards will just shoot you, instead run all around looking for any detonating agents. Finish off the last few with the mini-guns.

To kill the last agent in the building, first remove any surrounding guards, and then shoot the side of the building with a Gauss-gun. Er ... and that's it.

COLONIZATION
MicroProse

Just in case anyone missed this excellent cheat, R J Wingrove (or should that be J R Hartley?) from Bexhill-on-Sea would like to remind us all ...

Very simply, name your first settlements 'Charlotte'. This will not only award you some 50,000 gold coins, but also allow you to view ALL of the map, including the Indian and Foreign units which are moving. However, this can take a while to watch in between your own moves, so you might want to disable the Indians' movement. This cheat will also allow you to change any of the other Europeans' settlements and European ports.

A-TRAIN
Maxis

That nice man, Daniel Bond from Kinilworth, has a whole gang of cheats (if that's the collective noun for such a collection) starting off with a beautifully simple code for £1m. All you have to do is, during the game, hold down shift and type in
CHEATERCHEATERWHIMP

CHAOS ENGINE
Renegade

And, with Chaos Engine 2 lurking in the background, Mr D Bond offers us some of the secret codes for the superb original masterpiece.

WORLD 2
95KBKWPSNW9T
WORLD 3
WMDFKRFSWB4#
WORLD 4
40WBK88326DM

Also, to get tons of money, try this code:
HHGGFFEEDDCCDD

LETHAL WEAPON
Ocean

A dodgy old Ocean film licence I know, but while we're here, what say we have a little reminder of some weird cheats – once again, courtesy of Daniel (who DEFINITELY gets himself some free software!) During the game, hold down the following keys:

Alt, Y & L
Extra life
Alt, Y & F
Go flying
Alt, Y & J
Invincibility
Alt, Y & N
Turn off all cheats
Alt, Y & M
Fly minus the baddies

K240
Gremlin

This happens to be a personal favourite game of mine, so I was overjoyed to receive this excellent little cheat from Blasio Muscat of Malta (international readership or what!)

1. Extract the missile button
2. Select all weapons of one type (eg all vortex)
3. Select an uninhabited asteroid or an enemy rock as a target.
4. Repeatedly click 'fire missile' (the one previously extracted).
5. Continue doing this until the bar showing how many weapons of that type you have either vanishes or becomes distorted (the text besides the bar will change to a load of old gibberish).
6. Now you'll have an infinite number of weapons for that type.

ELITE 2: FRONTIER
Gametek

Much thanking you goes to Mr Craig Rooney from West Lothian for the following suggested action. Fly to the Cemiess system (-2.5, -2.5) and go to the planet Emerald. Land in Patrick's Exchange and keep buying precious metals until your cargo hold is full. When it is full, fly to the Cegreeth system (-1,-3.5) and sell all your precious metals in the nearest stock exchange. Now fly back to Cemiess. Keep this going until you have the best ship on offer and loads and loads of money to spend on cheap women and illegal narcotics. Hurrah!



▲ How to get the best ship and pots of cash in easy steps, thanks to Craig Rooney of West Lothian.

SHADOW FIGHTER
Gremlin

A bit of an old one from a nameless reader from Chesterfield, but a worthy one to remind you of none the less. On the selection screen, type the following codes for the following results:

PARAPONZIPOPO
Fight as Puppaz
MBARIVIDISOCCAFFARIM-BARI
Fight as Shadow Fighter
EBBRAVOSCECCU
Robs opponent of energy

■

Matt Broughton

And that's your lot! Don't forget to keep 'em coming in, and thanks to those groovy funksters at Ocean there's a Hit Squad game for every tip printed. Ta-ra!



Adventure Helpline

It has been said that Vamp is probably the original good time that was had by all. On the other hand, all AmigaDos and no games makes Jill a dull girl. On with the RPGs.

Space Quest IV

I've reached the Shopping Mall, but can't seem to get any further. When I go to the Arcade (most of the other shops are closed) a time machine arrives and I get shot – or zapped!

Simon Callear, Staffordshire.

When you arrive at the mall you can go to Sacks and buy some clothes. As you are short of cash I suggest you hurry along to Monolith Burgers and get a job to earn some cash. Now pop along to the cash machine and insert the ATM card. There is a cigar butt on the ground which you should pick up. (This might be a good time to remind you that smoking is neither cool or sexy. Try kissing an ashtray if you don't believe me. It's not very nice I can tell you from bitter experience.)

Go back to Sacks and buy some women's clothes. Return to the cash machine and withdraw all the money. Now you can go to the Software Store and buy the hint book for Space Quest IV. (You'll have to move things around to find it.)

Next, go back to Sacks and go into the dressing room to change back to Roger. Read the hintbook to get the first three digits of a code and open the paper (from the nest) to get the second half. When you enter the time hopper, type in the code.

Loom

I am stuck inside the Blacksmith's Guild. I can get inside but when I turn back into Bobbin all I can do is fill up the wood bin because the stupid blacksmiths are making too much noise. Now what do I do?

James Ward, Morton.

In this section of the game you begin by turning yourself into someone else; which is a bit of a coincidence because I haven't been feeling myself either this month. ("Ooo! Vamp, you are awful ...")

To change your identity go into the Guild, cast a reverse Sleeping charm on the dozing boy, then use the Reflection spell to make yourself look like him.

Once inside the Guild you will be thrown into a dungeon, but if you sleep on the straw you will eventually get out of there.

Go down to the Furnace Room and watch the men who are discussing a load of swords which have just been bought. When the man in the centre holds up the sword, either cast the reverse of the Sharpening spell, or use the Twisting spell to ruin it.

Innocent Until Caught

I need to get the big bird's egg in the Zoo but I can't get it because of the man-eating plants. I have looked in other magazines, but they never have anything about this game.

Ian Devine, Woodley.

Adventure games have a thing about man-eating plants don't they? It makes me cross because I am the only true man-eater hanging around adventurers and it's time they recognised it. It took a can of Pepsi to kill the man-eating plant in Maniac Mansion and in this game they have decided to use the other half of an adventurer's standard meal – the hot dog. Once you've fed it to the man eating plants, swop your egg for the one in the nest.

You get the hot dog from the cart in Regurgi. However, here's they best piece of advice I'll ever give you darling: never eat hot dogs – they're made from cows lips and bums. There, I've said it and I don't care.

Simon the Sorcerer

I am in a room full of boxes. How do I get out? And if I do get out, where do I find a beard and how do I get the coins in the Dragon's Cave?

David Stubbs, Dover.

Well if you don't get out, you won't need to worry about your other problems will you? Stupid boy!

As I recall the key for the locked door is stuck in the other side of the lock. What you must do is place a piece of paper under the door, push the key out of the other side of the lock using a rat bone so it falls onto the paper. Now you can pull the paper back to get the key.

As for getting a beard, you could just hang around in the room for a couple of years I suppose.

On the other hand if you are in a hurry you could try going to the pub where there is a sleeping dwarf who has a beard. You do know how to use scissors I suppose?

As for getting the coins from the Dragon's cave I'll tell you that it involves a rope a magnet and a hole in the roof.

DreamWeb

I have climbed the wall into Becket's house and swiped the cartridge. I have looked at the picture of the church, then gone back to my flat and used the cartridge. I log on to the network as Becket, but then I can't figure out the password. Can you help?

Nicholas Baird, New Zealand.

I know that the password is SEPTIMUS, but don't ask me how found it, because for the life of me can't remember where I got the information from. I'm afraid my memory, unlike my figure, isn't what it used to be.

Leisure Suit Larry 2

I've escaped from the plane and landed on an island. I've got the stick, sick bag, matches and the hair rejuvenator. My problem is that I can't get past the snake as he always eats me every time I try.

P.S. You're a Babe!

John Sadler, no address supplied.

Haven't you seen the old Tarzan films where he stops himself getting eaten by crocodiles by simply ramming a stick between their jaws? Seems like the same trick works with snakes. Try it and see. ■

If you've got a little problem with your favourite Role Playing Game and would like Vamp to help you out, drop her a line at CU Amiga Magazine, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.



I HAVE NOTHING TO DECLARE BUT MY RPG GENIUS AND MY OTHER OBVI-OUS ASSETS, OF COURSE.

TOTAL FOOTBALL

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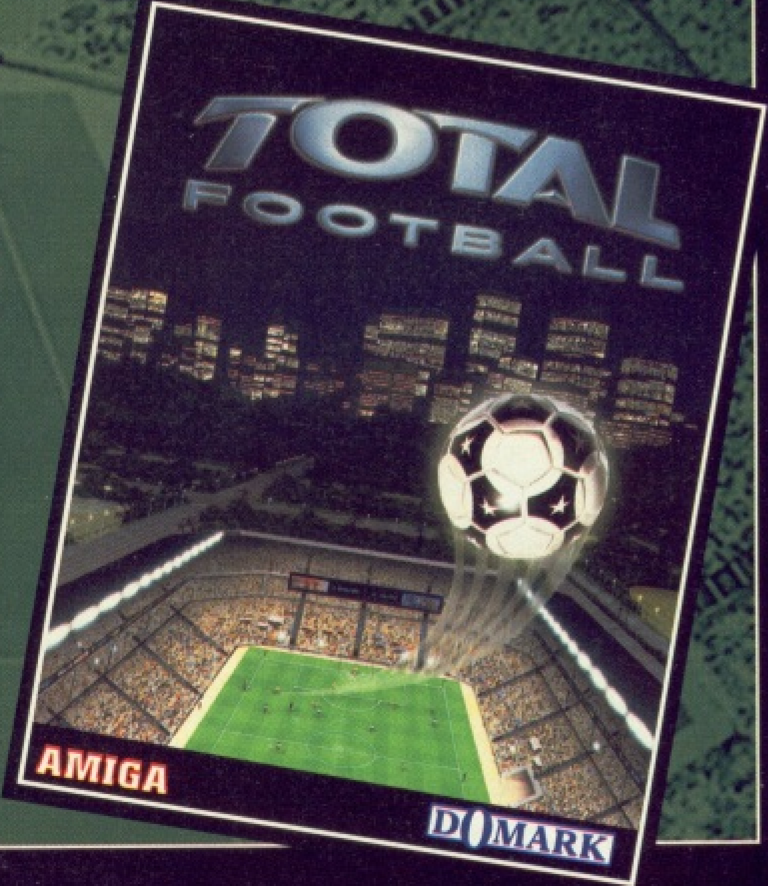
With stunning animation, realistic ball movement, 2 player option and a highly intuitive control method, **TOTAL FOOTBALL** is undoubtedly the best arcade football game available on your AMIGA..... EVER!!

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WORMS

Megatastic poptastic tips

Worms is a pretty mad game by any standard, but if you get in deep enough it has even more hidden features. Who better to guide you through the minefield than the author of Worms.

A long, time ago in a garden far, far away a little chap called Andy lay on the grass and contemplated the complex life of the annelids (that's worms, folks) in front of him. Later he was to make a fortune from this day of quiet repose, but in the short term he all he got was a solid spanking from his mum for getting his knees dirty. And so the Worm began to turn .... the rest is history Worms became of the top games across nearly all formats. Andy Davidson shares with us some of the better tips for this superb game.



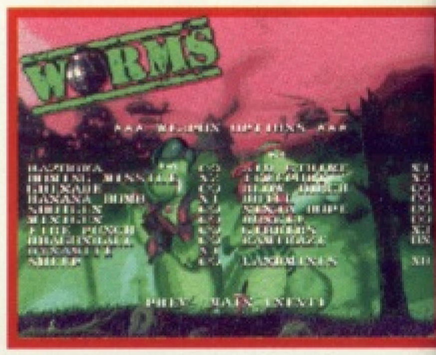
▲ In team up mode two players can fight on each side, represented by one bar each.

Sheep shoves

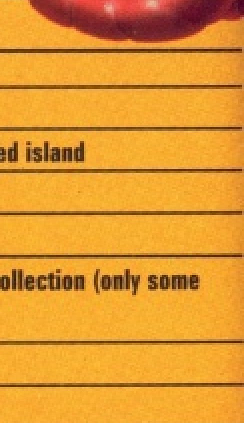
This tip is well known but for those not blessed with last month's mag or access to Team 17's Web page all you have to do to enter sheep mode is type in TOTAL WORMAGE (with the space) on the title screen. If you're using a joypad press GREEN, UP, PAUSE, PAUSE, YELLOW. This gives you three sheep, 1 banana bomb and a minigun without the fuss. Go into the Weapon Options if you need an unlimited supply of sheep. For all those who were offended at the thought of sheep being kept in small wooden crates, sheep mode lets you shoot any weapon crate to free a sheep. Meanwhile the 'prod' move beloved of PC users is available by using a combination of moves, namely: AWAY, AWAY, TOWARDS, TOWARDS.

Custom levels

The custom level option allows you to set the gravity, friction, sky and water colours for your custom levels: Instead of saving your level (in DPaint) as FISHCAKE.WRM, save it as FISHCAKE.????.WRM, the four question marks being four numbers. The first number is gravity and can be between 1 and 5 (1=very low, 3=normal, 5=very high). Mars and alien levels have a gravity of two. The second number is friction


▲ The Total Wormage mode in its full glory. Sheep! Whatever next.


▲ Reclicking on two of the players brings up a circle in front of their names. They are now a team.



A brief background to Worms

Worms started life four years ago as a simple tank game called Artillery. Its aim was to keep us conscious during A-Level Art. But tanks weren't interesting enough, and they were soon replaced with soldiers in Artillery 2, as A-Level Art got more boring.

It eventually became clear that though that soldiers weren't interesting enough either – a replacement had to be found for 'the things that walk and jump'. Worms were decided on, as back in August '93, none of them had ever been called Jim. A complete rewrite started under the name Total Wormage, or TW as everyone playtesting it had to call it.

A lot of sleepless nights later, in September '94, I took it to the ECTS and showed Martyn Brown at Team 17. After five minutes he said "Do you want it published?" Total Wormage became WORMS and came out in November '95.

So the moral of this tale is if you want to get a game published, take A-Level Art.

The best levels

1803921718	weird scrapyard level (best level so far)
3549908729	jungle level with crashed helicopter on island
252101829	another one of the weird levels, a perfectly curved island
345076839	bridge over troubled island
1706205299	arctic caves
THORAHIRD	explore her hidden depths And from the animal collection (only some people can see them!) ...
954338916	sneezing alien elephant
2810298544	horse sticking head out of water
3376459905	a bit of a triceratops



▲ The infamous banana bomb goes off on a custom level.



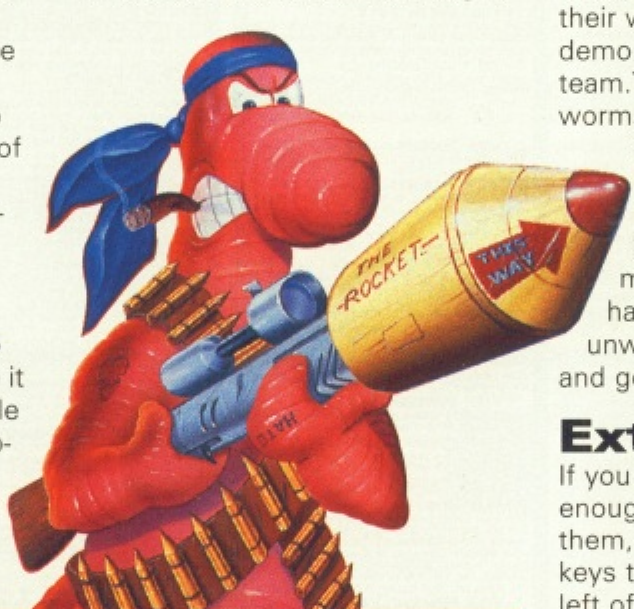


▲ A gratuitous explosion on a custom level. Yesterday.

and can be between 1 and 5 (1=very low, 3=normal, 5=very high). Arctic and alien levels have a friction of 2. The third and forth numbers are the sky and water colours and can be between 1 and 9. This way fans of green water can now have a matching green sky (if you're into that sort of thing). You can also make your own message appear, when your level is chosen, by giving your level file a comment. Do this by clicking on the level icon and choosing information" from the Workbench menus (the icon menu on 2.0+). If you want to share your level with the rest of the world, then upload it tftp2.team17.com in the directory pb/team17/ pub/worms/incoming.

Joining forces

When playing with four people it is normal either for three people to gang up on one (fox and rabbit type thing) or for two to join forces to get rid of the other two (who may have resorted to the evil use of the blow torch and burrowing). You can now recreate the Darth Vader/Luke Skywalker thing (and annoy people by shouting "you're not my father" and "feel the force") with the official two against two mode. On the team select screen, after you have clicked on four teams, click on two again – their stars will change to circles you can play with two teams of eight instead of four teams of four.



The Wormlist lets you keep a record of loads of people's worms. You just have to type their name at Team Entry, click on List and all their worms will be listed. However, before this is possible you will have to get rid of all the default ownerless worms. These were put in for those people who panic when asked to name their worms and resort to the demonic and drab 1,2,3+4 team.To kill a load of innocent worms, go to records and choose View Wormlist. Highlight a worm that isn't one of yours or the computer's and press the right mouse button. After you have assassinated all the unwanted worms, click on OK and go to Save Wormlist.



Extra players

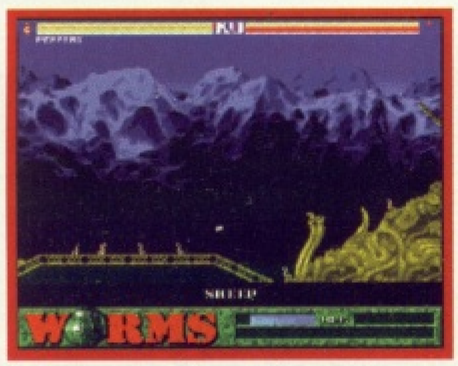
If you don't know people well enough to keep reaching across them, there is another set of keys to control your worm on the left of the keyboard. These are: Z=left, C=right, X=down, D=up, CTRL = jump, TAB=toggle names, ' =centre on worm. You can use two mice by selecting two controllers in Options.

Making music

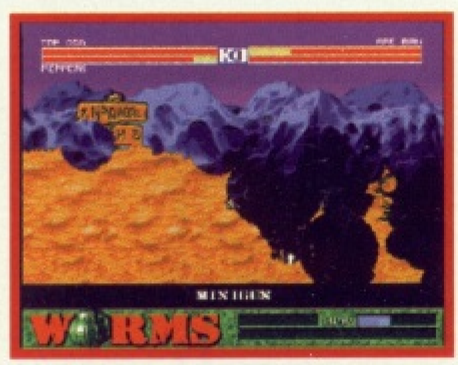
If you got the CU Amiga Magazine CD, you'll have found a complete replacement sound sample set. But feel free to make your own too. All the samples are on disks 2+3 in the TWEnglish/ TWFrench/ TWGerman drawers and are saved as are IFFs – just replace them with your own but don't exceed the size of the original samples or WORMS will crash violently at Game Start. Also, don't change the names of the samples. Don't forget, if you make a good sample set then upload it to the team 17 Web Site, or send it into the magazine.

If you have just played a level and want to play it again, enter 1471 as a level number and it shall be done (good if you forgot to write down the number of that ostrich shaped level). Also, if you enter a landscape type, such as FOREST, the landscape generator will only generate levels of this type. Enter ALL to get back to normal. If you find a particularly good level in Amiga WORMS make sure you tell everyone, especially if you find one of the weird levels (you'll know them when you see them!), or a level that looks like an animal! ■

Andy Davidson



▲ Sheeptastic! Four Worms are about to die on a bridge.



▲ Whrrrrrrrrrr! A handy minigun made available in Total Wormage mode.

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The latest update on the public domain 'C' environment for the Amiga that I am aware of.

^ + V0523 DICE C COMPILER (AB)
Contains Matthew Dillons full featured, powerful C compiler and environment system.

^ + V0786 PASCAL
Contains everything needed to program in Pascal. Includes A68k 68000 assembler. Blink, Linking software and PCQ, a modest Pascal sub set compiler.a

^ * V1041 DIGITAL BREAD BOARD
is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input etc

^ + V1056 DEVELOPER
Contains the official Commodore developers kits for the Amiga Guide and Commodore Install utilities.

^ + V1060 CIRCUIT BOARD DESIGN
Several terrific routines for the electronic enthusiast. Includes PCBtool, a circuit board design tool.

^ + V1209 GNU C++ COMPILER (3) [HD]
Theses disks consists of the latest version of the GCC environment, Thus the compiler, driver, assembler, linker, header files inline code generation of library calls.

^ + V1213 PROGRAM LANGUAGES
ACE v1.02, is a PD Amiga BASIC compiler which, in conjunction with A68K & Blink produces stand alone executable's, run time shared libraries are required.

^ * V1227 GAD TOOLS V2.2C
A standard Amiga shared runtime library which makes it a lot quicker / easier to build standard requesters into programs. Designed with CBM's guidelines in mind.

^ + V1384 HOW TO CODE IN C (AB)
Coves Debugging, Intuition and Graphic, Kodbibliotek, Tips & Tricks, Amiga AsmPranC, Dos Intuition, WB start, DMake, GadToolsBox and Power Source.

^ + V1430 N.D.U.K V37 (ABCD)
Portions of the Commodore Native Developer Update Kit that can be licensed for distribution. Includes the fd files, libraries, startups, C include files, and tools

^ + V1905 MATHS FORMULA EDIT V2.1
MathScript is a formula editor, which is used to integrate mathematical formulas into word processors or DTP programs. It has an extensive amount of mathematical and physical symbols and many control codes for creating fractions,roots, exponents.

^ + V1909 REQCHANGE V3.6
Patches Intuition, ASL, ARP & REQ to use the Req Tools requesters instead. It also adds a couple of extra features, like an Assign Wedge, the possibility to send ARexx commands when a patched requester appears, & several options to configure how the patches behave.

^ + V1919 MOTOROLA CROSS ASSEMBLER'S V2.0
Assembler's AS0,1,4,5,9,11

UTILS & POPULAR

^ + V1362 CHECKERS TOOLBOX
Incredible Amiga diagnosis program. Runs self test on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical information. Every Amiga owner should have a copy! Find out what is wrong with your Amiga before going to the repairer to get it fixed. It may save you a bob or two!

^ + V1405 VIRTUAL UTILITIES
Contains 5 utils containing everything needed for any Amiga user to make virtual memory from their harddrive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount mapped to a file on the harddrive.

^ + V1719 TELETEXT V2.3
View Teletext (also know as Teletekst, Videotext, Ceefax, Skytext, Supertext etc.) on your Amiga. It is suitable for any PAL Amiga (read @{ System requirements link systems req } for more info, because it uses the parallel port to interface with the hardware. An electronic switch is provided to easily switch between the TeleText decoder and a printer.

^ ^ V1335 LIBRARIES & DATATYPES
This is a disk packed full of Amiga Workbench 3.0 Libraries and Datatypes, There's 47 Libraries from A to Z all libraries covered are right up to date and waiting to be installed. The disk also have installation notes to aid the beginners. also files in the L and Devs/DosDrivers drawers that can be copied or assigned.

^ + V1641 SUPER KILLERS V10.0
The latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZ II v1.07, and VT v2.67, Req the use of LHA which is in the c directory.

^ * V1017 POST V1.86ENH (ABC)
PostScript interpreter which implements the full Adobe language. Supports Adobe type 1 and type 3 fonts, screen output, file output, and printer output.

^ + V1593 EPU DISK STAKKER V1.7
Double your hard drive capacity by installing EPU. After installing EPU to any Device (HardDisk, Floppy, Rad etc) every file which will be written to the device will be compressed & when any compressed file is read by any application it will be decompressed.

^ * V1039 HD INSTALLER (AB)
Bought an A1200 machine and are having trouble with your hard drive why not install it correctly.

^ * V1136 DISKSALVE 2
Repair your hard drive with this. recommended.

^ + V1326 C: COMMANDS & LIBS
The C: and LIBS disk contains over 100 commands for within the C directory. Over 20 LIBRARY's are within the LIBS directory. Use them for your disks. They can be used to spice the disk up in appearance and in usage.

^ + V0490 MESSY SID II
once loaded will read MS Dos disks, Convert any text (asc) files on to an Amiga dos disk so that they can be loaded into any standard Word processor. The program will also convert the text back to your IBM disks.

^ + V1611 SNOOPDOS V3.0
Log's all the dos/library calls and more when you run a program. This is handy for both the programmer and the beginner. Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which?

^ + V1928 VIRUS WORKSHOP V4.8
This is the one and only Virus Workshop by Markus Schmall. Now in the Version 4.8 . Test it!

^ + V0424 ANTIFLICKER
A program to stop the Flickering when you use the Amiga in Hi res move.

^ + V1669 TUDE V1.0
is a very extensive and easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLI version so most people will have no trouble using it. A highly useful tool for all Amiga owners. Good.

^ + V1523 RELOKICK V1.41
ANOTHER(!) version of ReloKick. Galahad of Dual Crew did ReloKick 1.4, so I decided to improve on that!

^ + V1356 NOERRORS V1.3
Its main function is to hide physical disk errors from floppy disks and hard disks, so these disks can then be used without DOS showing read/write errors.

^ + V0662 DCOPY V3.1
Best PD copier on the Amiga. No new Features over 2 but has been updated with new code information.

^ ^ V1164 (AGA) ASA FIX DISK
An entire disk full of utilities for those A1200 and A4000 owners out there who can not for the life of them get some of there favourite games or demos to work.

^ * V1360 WB2.0 TUTORIAL
There is a lot more options open to you than just playing games. In the chapters Files Explained & Menus. attempt to explain the workings of WB2,as the manuals supplied with your Amiga.

^ * V1242 RE ORG V3.11
is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High Density drives.

^ + V0685 APRO ASTROLOGY V3.5
Astro_22 as released is a starter program which accurately calculates the position of the planets, cusps and zodiac positions to within 30 seconds of arc. I intend to increase the usefulness of the program to eventually cover all aspects of the subject which will appeal to professional as well as novice astrologers not wishing to pay 200+ for a decent package. Updated version

^ + V0489 AMIBASE PRO II
This is the latest database program which is an update

^ + V0827 REPAIR IT V2.01
An essential set of tools for recovery. Disk speed reports the speed of a selected drive. DiskSalv will try to recover as much data as possible from a corrupt disk. HDTool will install the OS3 disk caching and FFS to the hard drive of a lesser operating system.

^ ^ V1661 NATIONAL LOTTERY
This is a national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week to week until it has sufficient data to make certain types of predictions or just a random guess. Good.

^ + V1679 COP THE LOT
Lottery prediction/database which can store the previous lottery results and also select random numbers etc.

^ + V1771 COURSE FORM
Like to put a bit of money on the horses? This utility allows you to enter the figures for the horses in a particular race, plus the course details, and then it will try to predict the winner of the race. Good.

^ + V1778 LOTTERY CHECKER
is a great tool for checking lottery numbers. Good for office syndicates. Find 'A' Date is a database which stores and matches people up for blind dates. Sneaker is used to view and change binary files, technical users are always finding these programs useful.

^ * V1836 MRBACKUP V2.1.4
is a hard disk backup program for the Commodore Amiga family of computers. It provides a wide range of services to support Amiga file management and backup/restore of files to/from hard disk.

^ + V1837 DISK DOUBLING V1.9B
This package allows you to create virtual partitions on your HD. Files stored in such partitions get automatically compressed and decompressed whenever you access them, in a transparent way.

^ * V1838 VMM V3.0
A virtual memory manager for Amigas with a 68040,68030 or 68020+68851 processor.

^ + V1932 X-FILES GUIDE
The X-Files Guide disk is full of very usefull information if you are interested in the x-files. It contains over 674k worth of text, ranging from episodes 1 and 2 to the x-files transcript. It also has a survey you can fill in and send off to the author of the disk.

^ + V1949 MORE HD INSTALLERS
This disk contains the latest installers for the following games: ABASE, Arnie 2, ATR, Bump 'n' Burn, Naughty-ones, Rise of the Robots, Sensible World of Soccer, Shadow Fighters, Lion King, MKII_PAFIX, Parasol Stars, Rock'n'Roll, Skimarks 2, Skeleton Krew, Super Stardust, SoftB3, Trolls and Uridium 2.

^ + V1963 VIRUS WORKSHOP V5.1
This version of Virus Workshop is as good as any of the others or even better. You can check every single file on there own or all together. If it finds a virus it will tell you what it is and exactly what to do to gat rid of it. This is probably the best version of Virus Workshop so far and well worth buying.

^ + V1965 BALLS
Balls is yet another lottery predictor program. It is actually quite good apart from the £5 fee if you want to get the registered version. It can predict random numbers or numbers from pre-entered numbers of upto 72 weeks earlier. A well presented lottery predictor, if your into all the lottery hype get this.

^ * V1969 AQUARIUM SIMULATOR
3d Aquarium Simulator (uses MUI2.0). check it out.

^ + V1982 SCOUT V2.1
Scout is a tool that allows you to monitor your computer system. It displays many different things like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc.

^ + V1983 DOPUS UTILS 2
This is the second selection of utilities for use with the most popular Amiga Disk utility Directory Opus.

^ + V1997 LOTTERY PREDICTOR
Another lottery prediction system. This latest addition has a few added advantages over the other available. For a start this one uses intuition fully so it multitasks and it uses only a small window on your workbench. Also it looks very nice! The added touch of the lottery symbol makes all the difference. The best lottery predictor yet.

^ + V1998 AMIGADOS GUIDE V1.5
A very handy program for those who want to learn more about Amiga DOS or those who simply want an easy reference for commands etc.. The program consists of an easy to use point and click system with a index.

^ + V1999 COP THE LOT PRO
Yet another lottery program. This one will only generate random numbers, there is no option to actually make any sort of calculated prediction. There is also a Numbers drawn database and a My guesses database to help you keep a record of the numbers you have been choosing.

^ + V2000 BACK DOOR V6.0
This is the latest version of this now quite well known game cheat database. There are cheats and tips for hundreds of different games including a lot of recent titles. There are even long entries for games such as Dune II, which is a tactical game, detailling good methods of play

^ + V2001 NATIONAL LOTTERY
This program is more than just a random number generator. It uses uses a special History formula with Chaos Theory to produce a more accurate prediction.

^ + V2004 LOCKUP V4.0
is the newist version of the old utility Lockup which basically allows you to Lockup your hard drive with a password to enter and get it going again.

^ + V2005 SHAPE SHIFTER 3.2
is a multitasking shareware Macintosh-2 emultor for the Amiga. It allows you to run mac software without additional hardware. New updated verion.

^ + V2014 MESSY SID 3.0
this is the latest verion of which will read and write PC Floppy disks 720k or 1.44 if your drive can take it.

^ + V2015 MOVIE MAKER 2.0 (AB)
have you ever wanted to create your own movie and see it flourish in the Oscars, then nows your chance.

^ + V2026 ROUTE PLANNER
Highway trip planner. Requires MUI 2.2

^ * V2051 DOPUS 5 EXTRAS VOL 1 (AB)
This set of disks contains a selection of new archives for use with DOpus v5.0. ArcByName - Arc-script for Dopus5 and Lha/LZX V1.0. Dopus511 - Patch for Directory Opus 5.0 & 5.10 -> 5.11. DOpusLhARexx2 - Handles LhA archives from DOpus. DOpusReg - DOpusReg.lha: Opus 5.11 fix for AFS problems. DOpus_CleanRAM - DOpus AREXX script for cleaning ramdisk. LhALZXDirDOps5 - Modified LhaDir.dopus5 to work with lzxdir.dopus5. player3_Dopus5 - CDDA & soundplayers/saver for DirOpus5. spkdopus - XPK support for DOpus5 (ARexx&Executable).

^ * V2060 GFFT SPECTRUM ANALYZER
GFFT Version 2.03 is the update to GFFT version 1.12. The GUI is improved considerably (allows any font and screen color setup, has progress indicator, uses tooltypes, etc.), more features are added, bugs are fixed, and a new SpectrumAnalysis.guide is included (with lots of pictures) to explain spectrum analysis.

^ * V2072 VIRUS_CHECKER V8.04
Best virus killer on the Amiga to date. Updated version with bug fixes and updated virus information.

MAGIC WORKBENCH & W/B

^ * V1043 SUPER DARK V2.1A
A screen blanker with some special features. It is similar to the After Dark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more.2

^ + V1964 COLOUR WORKBENCH
Allows you to basically change your workbench screen to purple or whatever colour you fancy. It also changes the font from the usual workbench one to one that is really small. There are icons which allow you to change the one's you already use to some they have. They have also included some backdrops for you to use.

^ + V1968 STAR TREK BACKGROUNDS
Heres some new backgrounds for workbench all based around the Star trek T:N:G series.

^ ^ V2045 ICONIAN v2.96
OS3.0 icon editor, NewIcon support.

^ + V2048 CALC
Arbitrary precision calculator/language

^ * V2053 BLITZBANK V1.53 [1.5MB]
is a very powerful personal accounts system and is ABank compatible. 1.53 fixes two important buggs of the version 1.52 I couldn't wait for having new features because these buggs were really too annoying.

^ + V2061 BERZBENCH V1.1C
Probably the best patterns for WB

^ * V2062 ICONOGRAPHICS V3.0
is a collection of eight colour icons for Workbench 2 and 3. All standard system icons are included, with many additional icons (PD/Shareware programs, different types of data, custom drawers, and ToolManager dock icons). This release includes about 350 high quality icons. Every icon contains an alternate image that is displayed when the icon is clicked on.

^ ^ V2063 MWB IMAGEDRAWERS FULL COLLECTION
This is a full MWB image drawers' collection, I added 42 new drawers since the first release (MWBDrws_434). I was tired of wastin' time every time I was searchin' for a particular image drawer, so I collected all the drawers I found on Aminet in a single collection. I hope this could be useful to someone else, but if you still prefer searchin' through all Aminet files... good luck!!

^ * V2064 100 USELESS PATTERNS
102 background patterns in 2, 4, 8 and 16 colors.

^ ^ V2068 JTE MAGICWB ICONS 5/6/7/8
JTE MagicWB Icons 5 - This package includes 90+ new MagicWB icons. JTE MagicWB Icons 6 - This package includes 37 new MagicWB icons, 1 WB pattern, 2 TMbrushes and 96 lame Pattern icons. JTE MagicWB Icons 7 - This package includes 60 new MagicWB icons. JTE MagicWB Icons 8 - This package includes 30+ new MagicWB icons.

^ ^ V2069 NEW BREATHTAKING PATTERNS FOR MAGICWB
This package contains 11 photo-realistic backgrounds: Beach.png, BricksGrey.iff, Clouds.png, Confetti.iff, Mountains.png, Pebble.iff, Storm.iff, Stucco.iff, Terrace.png, Thunder.png, Valley.png. You need a PNG-datatype and a program to adjust the first 16 colors of your Workbench to the right colors.

^ ^ V2070 MWB ICONS, PATTERNS
A collection of really nice MWB compatible stuff. Guide included.

PRO-SOFT

*** We have set up a Special Offer for you.**

If you want more details on any of the following disks or want information / prices for the registered versions ring PRO-SOFT on (0973) 702718.
(a) Each shareware version below comes with a £5.00 discount for the registered version.
(b) Each PRO-Soft disk can be purchased for £1.00 each or £4.00 for all 5 disks. (Please note our min order £10).
(c) Order over 20 normal PD-Soft disks and get all 5 Pro-Soft disks **"FREE-OF-CHARGE"**.

^ + V2073 PRO-LOTTERY 96
Don't believe that lottery prediction is possible? Have a look at Pro-Lottery, and you might find that you begin to think otherwise! It DOESN'T pretend to guarantee you a jackpot win, but it does genuinely improve your chances of regular small-medium wins. Ideal for syndicates or individuals.

^ + V2074 PRO-FOOTBALL
An extremely easy to use, yet powerful prediction system for use on both football pools and football fixed-odds. Evaluates each match, and presents you with the most likely outcome. (Amiga Shopper Star-Buy, Amiga Format Selection Of The Month)

^ + V2075 PRO-GAMBLE v2.2
An easy to use, yet surprisingly accurate, horse race prediction system. Requires little racing knowledge - just any daily newspaper and 20 minutes! Generates predictions in a useable format (eg: Placepot), and can even calculate your winnings for you!

^ + V2076 PRO-GREYHOUNDS
As Pro-Gamble, but for the dogs - Very user-friendly.

^ + V2077 BOOKIE BEATER
Ever been unsure as to which selection in an event you should back? Bookie Beater allows you to bet on more than one, safe in the knowledge that you'll make the same profit no matter which one wins! Can be used for any 'bettable' event.

EMULATORS

!+ V0817 A500 PLUS EMULATOR
Have amiga 500 and want workbench 2.0 then just install this disk onto your floppy 1.3 version of workbench or your HD for complete WB2 compatibility.

^ * V1178 KICKSTART 3 EMU
Kickstart 1.3/3.0 emulator and decibel patch program will give you the option to have kickstart 1.3 or 3.x(as used in NEW Amigas) in your Amiga. This is much enhanced over the version that was given away free.

^ + V1336 THE BBC EMULATOR
Contains commands to allow existing files to be transferred from a BBC with DFS by means of a serial cable.

^ + V1659 MSDOS/AMIGADOS V2.3
This is a very interesting utility which should be useful to anyone who uses both PCs and Amigas. The tool allows you to create a directory on which you can store MSDOS commands and then they can be used through the shell as if they were AmigaDos commands. Great.

^ ^ V1868 PC TASK V3.1
is the first and only software 80286 emulator for the Amiga range of computers. Transfer files between your Amiga and MSDOS. Compatible with MS Windows 3+

^ ^ V1931 ZXAM v2.0
The latest Spectrum Emulator available. Basically it allows you to run Spectrum software on your Amiga. Requires the AGA chipset but does require WB3+ and a 68020 CPU or better

^ * V2059 FRODO V2.0
Frodo is a multitasking freeware C64 emulator for the Amiga. OS2.1 and a 68020 (or better) are required, as well as copys of the original C64 ROMs, which are not included.

OFFICE & PRINT

^ + V0575 HOME BUSINESS PACK (6)
QED, Text editor. Text Plus 2.2E, Word Processor. AZSpell, Spell Checker & Dictionary. BBase, A Database program. DATA EASY, Another database. BizCalc, Loan calc. LCD, Calc. SPREAD, Spreadsheet. Budget, Personal Finance. UNITS, Various conversions. CLERK, Small business accounts. SUPERDUPER, FLASHERCOPY, Copier's. TYPIST, Typing Tutor. BOOTX, Virus Killer. SYSINFO, System analyser. DOSMANAGER, Directory program. FONTLIST, FONT MANAGER, Utilities. PRINT STUDIO, Printing Tools. (6 disks)

^ + V1114 PRINT LABELS UTLS
Includes various programs like DOC DUMP v2.1, ENVELOPE PRINT v1.20, INLAY MAKER v1.4, MC MASTER v1.1, BANNER v1.0, LABEL PRINT

^ + V1279 PRINT A CARD
Want to print a business card or any other type of card then this is the software for you.

^ + V1222 PANASONIC STUDIO
The PanaPlus driver is a software for controlling printers with the Commodore Amiga personal computer.

^ + V1236 INVOICE PRINTER
invoice printing that we help aid any small business.

^ + V0928 LITTLE OFFICE
Its the all rounder do everything, all knowing, all seeing?? Well lets just say its very good.

^ + V1179 FILE-O-FAX
was designed to enable computer operators to be able to work at their leisure without worrying about forgetting those important meetings,what they had to do on any particular day or locating business colleagues tele no's.

^ + V1467 AWARD CONSTRUCT
A very handy tool for creating your very own awards and certificates. There are many styles, fonts and graphics to choose from. could also be used to make small posters, signs or leaflets. Easy to use and very effective.

^ + V1069 PRINTER DRIVERS HP
Deskjet 550 colour driver, Deskjet 500, Deskjet 500c, Ricoh HP1200 400dpi, Canon LBP, Canon BJ300, BJ130, BJ10e, Canon_48, Canon PJ 1080a, HP Paintjet.

^ + V1278 MAIL-O-DEX
An excellent way to keep names, addresses, Phone numbers, comments etc and then print out labels loads of them in 1,2,3 and 4 columns.

^ + V1044 FANCY PRINTING
BANNER v1.4, GRAPH PAPER v1.2, DISK PRINT

^ + V1357 CITIZEN MANAGER
The Citizen Print Manager has been designed in conjunction with Irsecsoft.

^ * V1051 EASY CALC PLUS
is a spreadsheet designed to be both easy to use and fast. If the program looks nice, that wouldn't to be bad either. Unlike other software where the author writes the program first, then bolts on a help system, I have designed the help into the program from the beginning.

^ + V1184 AMIGA DIARY
Amiga Diary is a mouse driven diary capable of storing all personal events and the perfect solution to all those forgotten birthdays, missed appointments etc.

^ + V0366 600 BUSINESS LETTERS
Over 600 Standard business letters on this disk. Can be used as they are or insert parts into your own letters

^ + V0782 FORMS UNLIMITED
Designed to help you design and print different forms. There are a wide number of options and controls which allow you to draw simple boxes, lines, etc in order to create forms for many different purposes. Good.

^ + V0390 AMIGA FOX DTP
The first amiga PD Desk Top Publishing program. Excludes various extra features over the old Word processor, Text Editor, Graphics editor and loads more.

^ + V1680 AWARD MAKER 2
This is a very good tool for the creation and printing of Awards and certificates. There are hundreds of types to choose from then you can choose a font a border and also some of the text etc. Very good results.

^ + V1751 PRINTER DRIVERS
CANON600 v2.0, EPSON FX 850 v1.0 & LX 800, HP4DRIVER v35.8, HP4LSETTER v2.01

^ + V1858 DB V2.5
Small/fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look & 3.0

^ + V1862 INVOICE DATABASE V2
Intra is a rather simple, but therefore easy to use database program that was especially designed to deal with invoice information. Everybody, as we like it

^ + V1865 LEGAL FORM GENERATR
Generates custom do it yourself legal forms. Database includes forms useful for EVERYONE, plus specialised forms for real estate, small businesses, landlords, employers, etc. Can save you THOUSANDS.

^ + V1995 BEGINNERS TYPING TUTOR
This is by far the best typing tutor for years I have seen on the Amiga. It is worth every single penny. It consists of two games, one is called the letter game and the other one is called the word game. On the word game you have to type a word in before the timer runs out. A must for all typers.

^ + V2003 REM DATE V2.0
Rem Date is a calender, reminder and filofax all in one. I found it quite good to use and would definetly buy the registered version which is availble from the author.

^ + V2019 TEXT ENGINE v3.0
Allows you to make your every own letters and documents then print or store then on disc.

3D & GRAPHICS

^ + V1247 TEXTURE MAPS (ABC)
A collection of textures for use with the any program that will take high res textures.

^ ^ V1554 IMAGINE BUDDY (AB)
Here's some features of the new interface: Draggable and Sizeable text and index windows - Button Gadgets for the Search and Move functions Improved Searching The text is now positioned at matching hypertext links and all matches are highlighted for visibility.

^ * V1229 MAIN ACTOR V1.53
This is an all round animation utility that will create, playback, time and edit animations of any length or format (including graphics cards). Very good. (AB)

^ * V1811 IMAGESTUDIO V2.0 (AB)
is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. There are several commercial offerings available, however the casual user is paying a lot of money for many facilities and options they would probably never use.

^ * V1891 IMAGEDESK V1.6
is a program to catalog picture directories by generating small representants of the pictures, so called thumbnails.

^ + V1907 POVRAY RAYTRACER
Renders in a window on a public screen (even Workbench) with colour sharing, simple HAM/HAM8 support autodetects Cybergfx Screen and renders in direct Colour (15/16/24Bit) if possible.

^ + V1916 XFIG V1.2
This is an Amiga port of an X11 structured drawing tool that lets the user interactiely create and manipulate on objects such as lines/circles rectangles/splines/text and other elements. Xfig can produce output in several different formats: Encapsulated PostScript, IBMGL (HP/GL), Pic, PiCTeX, LaTeX, box, epic, eepic, eepicemu, textyl, tpic, X11 Bitmap, X11 Pixmap and gif.

^ + V1922 REAL 3D V2.X OBJECTS
Objects are pretty large in size, expessially the 4 cylinder engine, you might run out of memory pretty fast. My Amiga 4000EC30 + FPU is now equipped with 18MB RAM, and I can now raytrace all of my objects.

^ + V1925 SPACEDOCK STATION
* 1.3Mb, so you'll need a healthy chunk of memory. * No Slicing was used in modelling, to keep things as small as possible. * Space Doors open using the new States function. * Marquee of Space Door lights.

^ + V2042 RAY STORM v1.11
Fast raytracer with many features

^ + V2046 SPLATTER PT v1.67
Awesome paint program has a PAL mod

^ + V2047 SVIEW v5.10
SuperView V5.10 + Library 12.2

^ + V2057 IMAGINE OBJECTS 1 (AB)
Contains a selection of objects and extras for Imagine - BLOBS_PRJ - Project to generate a blob animation. DAN_CLASSICAL - An Imagine 2.0 model of a classical guitar. DAN_ELECTRIC - An Imagine 2.0 model of an electric guitar. EAGLE_OBJECT - Eagle Freighter object for Imagine. MANGABABESDEMO - Sexy female human 3D models by Tomwoof. PZKPFWIV - Imagine Object of WWII Mark IV Tank. T65_X_WINGFULL - Large, Detailed Imagine 2.0 X-Wing object.

^ * V2065 IFF256 720*460, CHIPS, DISKS & FLOWERBED
IFF256 720*460, Chips, Disks & Flowerbed - Use as backgrounds with Scala or Euro-demos where text is put on top of a background/wallpaper etc.

^ + V2066 IFF256 720*460, GRAVEL, JEANS & WOODFENCE
To use as backgrounds with Scala or Euro-demos

^ + V2067 IFF256 720*460, PENNYS, SAND & SQUARES
To use as backgrounds with Scala or Euro-demos

C O M M S

Why not check out our BBS support lines (0181) 2510078 call MYTH & MAGIC BBS.

^ * V1745 TERM V4.2 [030]
latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available.

^ + V0979 NCOMM V3.0
Is a comms program based on Comm v1.34 with lots of very nice enhancements. Has new functions over v2.0

^ * V1722 AMIGA TO PSION S3/A
is a implementation of the Psion link protocol which is e.g. built into the Psion S3/S3a ROM. It's main purpose is to provide vice versa nfs like file access.

^ + V1852 FINALFAX 95
This is one of those arexx macros which are very handy for automating the more tedious jobs on your Amiga. This one allows you to select options for GPFax from within Final Writer. That means that there is no need to switch from Final Writer to Workbench.

E D U C A T I O N

^ + V1079 KEYBOARD TRAINER
This program only concentrates on basic keyboard skills, and is in effect, still a Beta Version, I think you will find it a vast improvement on most so called tutors.

^ + V0793 AMIGA BEGINNER
You asked for it! A tutorial for the beginner on using your amiga! Covers the CLI and Workbench, its great for learning about the Amiga. Also contains numerous beautiful 16 colour icons for WB v2.04.

^ + V1845 DPAINT 4 BUDDY (AB)
Will teach you how to use Dpaint 4. It works by running along side the well known paint package providing hands on demonstrations of the various features. It is a very good way of learning a program so you want to learn DPaint then this System is one of the best ways.

^ + V1881 AMIGATRAINER
very powerful & flexible program to learn foreign languages. You enter the words yourself, so they aren't related to any special language, school or book. every word there are 2 additions to enter.

^ ^ V1897 GEOGRAPHICAL ATLAS
AmiGlobe is a geographical atlas that allows you to navigate in the world map, zooming everywhere, get country data, etc. Requires 2Mb of RAM. (AB)

MUSIC

^ + V1269 THE OCTAMED TUTOR
Welcome to the Octamed Tutor, a simple guide through the basics of this excellent music program.

^ + V1207 OCTASTUFF
Welcome to OctaStuff, a disk based around work with OctaMED 3 and 4.

^ + V1882 ART OF NOISE TRACKER
NEW tracker, NO ProTracker Clone!, 8 channels, fm synthesis, drum sequencer, wave table synthesis.

TIPs, CHEATS & RELATED

^ + V1416 EYE OF THE BEHOLDERS
This disk contains a selection of utilities and software for Eye of the Beholder II, like end of level saved game file, Eye of Beholder 2 special quests explanation, EOB2 Character Editor, Eye of the Beholder Solution, GIF pictures of all 12 levels in Eye of the Beholder.

^ + V1363 RPG. ASSISTANT
AD&D play time dungeon master's assistant. The version you see here is a pre release of the program in AmigaBASIC. Right now it will take characters in a text file and load them in to be displayed at will. It also rolls dice and has a handy dandy encounter screen that will keep track of monsters & their current HPs

^ ^ V1687 (AGA) FIXES VOL 1
This program disk will help AGA machine users get some added compatibility out of their older software. Don't forget many supposedly incompatible programs will work on the AGA machines by suitable adjustment of the boot options. (Hold down both mouse buttons).

^ + V1773 ACTION REPLAY CHEAT
This disk has on it a text file which contains loads of codes for those people who have action replay devices. There are cheats for hundreds of games. Good.

^ + V1848 DIY REKO
This disk has on it an Arexx macro which, when used in conjunction with ImageFX, will make reko cardsets for Klondike AGA almost automatically. Also included is a detailed Amiga Guide document explaining everything.

^ + V1468 GAMES HD INSTALL
This disk provides you with the software needed to install certain games onto your A1200. The games that this disk can install are BodyBlows, Goal, Lemmings 2, Superfrog, and Walker. Could be very useful.

^ + V1662 HD GAMES INSTALLER 2
Contains a variety of hard disk installer's for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, Ruff and Tumble, Body Blows 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, ElfMania, Aladdin AGA and Motal Kombat 2. Great.

^ + V1885 NEW HD INSTALL
Hard Drive Install scripts for 3 games. Beneath a steel sky Flashback King's Quest VI. New updated version (small bugs fixed from last version).

^ + V1988 DUNGEON MAPPER V0.3
This is the first version of something called Dungeon Mapper. It will work on Workbench 2+. It allows you to design your own maps for games like Dungeons and Dragons which can be very usefull. It also has Tetris on it if you boot it from Workbench.

^ + V1994 CHEATS COMPILATION
This disk is a demo which gives you a taster of what you can have if you buy the registered version. The demo gives you a choice of about 15 games to chose from.

^ + V2040 SW CHEAT v4.5
Over 950+ game hints/cheats.

^ + V2041 F1GP Ed v3.03
Formula One Grand Prix / WC Editor & F1GP-Ed non-english translation files & Track data for GPDisplay

^ + V2055 PATCHES FOR FINALWRITER V4.0 020/030
FinalWriter-030 Patch v4.0 - Release 2 - This patch speeds up FinalWriter 4.0 on all 68020/30/40/60 machines, so things like font rendering and internal arithmetic will be up to 400% faster! FinalWriter-030 Patch v4.0. Release 3 - This patch speeds up FinalWriter 4.0 on all 68020/30/40/60 machines, so things like font rendering and internal arithmetic will be up to 400% faster!.

^ + V2056 TREK-THE GUIDE V1.6
Trek-The.guide is a complete Star Trek Database. It contains a listing of all the Trek series' complete with an episode synopsis, original airdate, Director and Writer Credits and Guest stars. It also includes a section on very rare promotional press kits and values of them. There are cross references to episodes with you favorite aliens, time travel, and much more! Much of the information was supplied by Paramount. The full version (7 disks Shareware) contains over 170 rare promotional pics. Sorry: Contains the 1st seasons of the Trek series'.

VIDEO

^ + V1196 DESKTOP VIDEO
Dot Matrix Stroller, Is a video titling program intended for use in adding scrolling captions to video's. Flood Effect loads an IFF picture and displays it with a Oflood effectO so that it floods the screen.

^ * V1156 VIDEO TITLER
Generates professional looking TV titles and credits for your own video's.Outstanding abilities are very smooth scrolling, colour slides (AGA support)and usage of colour fonts. Limited demo version only.

GAMES

^ ^ 4431 BEST AGA TETRIS
Best pentamino tetris. graphics, musics, 100% assembler

^ + 4434 BLACKDAWN v2.1
3-level Dungeon Master style Alien Breed:- charge around the maze levels, shoot lots of aliens, find the lift & move on. but do it in 1st person perspective view.

^ + 4442 SCORCHED TANKS V1.85
The awesome artillery tank game. This one contains loads of goodies like 70 weapons and 13 shield types as well as new goodies.

^ ^ 4449 PSSST
This is a 1990's version of the old Spectrum Classic PSSST Main features include: - 256 Colours. - Real Time frame rate. - No C code !!!! (I Hate C) - Nice end of game sequence. - Three Levels of play (Slow, Normal, TURBO NUTTER), No Spam.

^ + 4451 LAST LAP
is a car game for one or two players. It is easi... two player mode. There are about 10+ differen... for you to race around. Some of them are quite... the start but as you go on they get a lot harder... tracks they have these squares which if you drive... shoots you on even faster they you are already goi...

^ + 4452 SPELL TRIS
Tetris style game but the main difference is you... ters instead of just shapes.

^ + 4454 BATTLE TRUCKS
is a one or two player game in which you choo... own track and then buy it. You can add nitr... motors or even buy a brand new truck with yo... nings from your races.

^ ^ 4457 SCREECH V1.5
This demo ame offers you the opportunity to r... thing smaller than your car over! Improved graph... on the way (whoopee)!. Req 020's with 1MB... and .5MB fast ram or 030's with 1MB chip ram or... chip ram and 300 kb fast RAM.

^ + 4459 SUPER EARTH DEFENSE V1.5
is a classical shooting game.

^ + 4462 XASTEROIDS
This is a 'port' of xasteroids, an X11 applicatio... X11 server (DaggeX or others) is needed to run t... gram! This program is using libX11 by Terje Pe... You don't need this either since it is a link library... compiled into the binary.

^ + 4463 BOULDERDASH 64
A complete OS-friendly (multitasking) Boulde... with C64 graphics and sounds. 68020+, AG... (DbINTSC required), KS V39, asl.li... powerpacker.library. Smooth scrolling 1275(?)... C64 levels+sounds, Cheats, Joystick and keyboa... trol, User definable games and levels, two player p...

^ + 4464 BREAKIN' BRIKS V1.0
Great version of the very cool Breakout type gam... AGA Amigas only. Works with 2Mb CHIP mem... Improved performance with FAST mem. Great G...

^ + 4465 CHAMPIONSHIP MANAGER ED... V2.4 68020+
This is the first public release of Championship M... Editor (CmEd). It was written because we had pla... game to death and were looking for a way of p... some interest back into game.

^ ^ 4466 DPACMAN AGA
15 levels and 5 bonus levels. The registered versi... 50 levels and 15 bonus levels and extra gfx and... improvements. Features: Can use external Pro... modules and XPK for packed modules.

^ + 4467 JOUSTER 3
If you haven't heard of the good old favorite, Jous... you're a pretty young or fairly old dude. :) Anywa... game brings Joust to the Amiga and also has im... ments such as powerups, etc. You can even have a... dactyl as a steed. For 1 or 2 players. Check it out.

^ + 4468 PATCH LEMMINGS 2 TO RUN F... HD
Patch to allow Lemmings2 to run from hard drive.

^ + 4469 CRITICAL HIT
is a highly detailed fantasy combat game, which... ates tabletop war gaming on the Amiga (requires... RAM). A strategic war game with excellent grap... D landscapes and a wide variety of fantasy comb... ures and scenery - Campaign and map designer.

^ + 4470 PANIC SOCIETY V1.1
Hillery & her friends have taken total control... world. as one of some 10 million people left, sch... for transfering to the country of your origin. But,... one has tampered with your environmental control... ing you to awaken from a mind controlled state.

^ + 4471 BRATWURST
A Robotz-like game for two to four players. Aut... zoom keeps all players in view in the least possible... vector graphics.

^ + 4472 CULTURE TANK
A single screen tank combat game with up to 6... which may be human or computer controlled. Te... all-against-all modes. 3 types of weapon including... siles and flamethrowers.

^ + 4473 TURBO LIGHT CYCLES
3 player 'Tron' game, with editor. By Vaughan Ro...

^ + 4477 WIZZYS QUEST
is the best PD platform/puzzle game I have... played, so despite its bugginess (see below) I thoug... upload it to Aminet. Wizzys Quest has 50 levels,... progressively harder.

^ + 4478 BIACCOARCHIVE! V1.0
Nibbler arcade clone by Maurizio Facca.

^ + 4479 BOB THE AMAZING LEMON
Amazing Pac Man clone which features a level... changeable music and many different wall and... types including appearing walls, ice and water.

^ + 4484 REBELLION
is a very good shoot em up. You are a little spac... which travells around space trying to pick up little... and destroying all the missiles that are coming at you...

^ + 4485 LEGEND POUNDS ISLAND
Here we have an adventure game. Half graphical... text based this game is played almost entirely usin... mouse. Sprites backdrops with objects to examine or...

^ + 4486 MASH
An excellent game. You choose to control either a... (a potato on legs!) or a Tank. You then need to tac... whole load of obstacles in order to get the enemy o... other side. Great graphics, great sound an allround c...

^ + 4488 PSYCHEUAL
An Alien Breed clone. You are a bloke with a ma... gun who has to run about each level shooting other... ple and aliens. The level graphics are good and the... lot of detail plus the gameplay is not too easy either.

^ + 4552 H.E.R.O
Something is going to happen. A big interactive ev... going to take place. We are about to release a p... which we had to miss for a long time now (too lo... you ask me!). Coming soon is an Amiga version o... old Activision game H.E.R.O. And that's not all... can be a part of its release.

^ + 4553 ARMORED COMBAT EDITION
Full version of pete w storonskij5 mangled fen... Armored Combat Edition! Drive tanks from six diff... countries in a demo-derby game with weapons!... FULL VERSION is freely distributable, as long a... files are intact and present. Uses Memory Conserv... Protocols to make sure the game will run on low mem...

^ + 4554 BLOODFEST
Captive & HiredGuns style 3d adventure

^ + 4555 TRAIN DRIVER SIM V1.6
Profile chart generated in real time showing ne... miles - Fog, in addition to Dry/Wet - visibility 100 y... very slippery rail - Data updated and more crossc... added between Crewe and Carlisle - Key press dete... improved - Now creates timings for any custom t... If, on the Startup screen, you type in a different t... from the built-in trains in the Save drawer, and the... all other parameters, and then click OK, the program... look in. Trains/ and see if a file exists for that train.

^ + 4556 ZHANDULINHELMI ADV
A Finnish text adventure with some graphics and atm... pheric music

^ + 4557 POWEROIDS V1.2
Multitasking Asteroids, raytraced gfx, 1-4 Players.

^ + 4558 INTMERCS
Rebelstart type strategy game. Requires 2MB. Fo... or two players. Complete with four scenarios.

^ ^ 4559 WORMS MAPS
These are a buncha maps me and my flatmates mad... the amiga version of worms... Descriptions as follo... TUNNEL.WRM Underground warfare. ISLANDS.W... Ninja Rope-tastic^. SCREAM.WRM Version of... found on AMFormat Gallery. TRIPINTOWAR.W... Wierd, spacy theme, with shafted palette (Was c... NECROMUNDA.WRM in previous release). NEC... MUNDA.WRM Ohh..You'll LOVE this... BEN2.WRM Another shafted palette. But kewl thoug...

^ + 4560 DUNGEON HERO
Fantastic RPG like Dungeon Master

^ + 4561 ELDRITCH V1.35
Top-view adventure hack-and-slash.

CODE REFERENCES

^+ Works on all machines
** Req Workbench 2.0 or above
^^ Req Workbench 3.0 or above
(ABC) Product has ABC disk (ie, three)

DISK PRICES

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CD ROM SOFTWARE

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Amiga Utilities 2

CODE: CD201
PRICE: £19.99+.75p
STATUS: Feb 96



Double Disc Set An entire Library of utilities in all catagies for the Amiga.

Its our complete classic Amiga Various disk collection. This is the 2nd volume to be release on CDROM. (Previously on 1,500 floppy disks only in DMS format only).

You'll be sorted with Amiga Utilities 2? You'll get software from all aspects of the Amiga. Technical section, Artwork in Black & White and Colour, all 2,000 of our Now Famous Various floppy disk library.

Utilities on the disc

* Anti Virus
* W/B 2.0
* Clocks
* Calendars
* Copy and Delete
* Dir View
* File Finders
* File Changer's
* Comparisons
* Disk copies
* Keyboarding
* Mouse Utils
* Enhancements
* Editors
* Menu systems
* Security
* Workbench 3.0
* Archivers
* Cataloguing Utilities
* Desktop calculators
* Telephone utils
* Directory
* Disk utils
* File Viewers
* Help
* File Copies
* Hard Drive utils
* Educational
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* Emulator's
* 4Dos Utils
* C.A.D Systems
* Video Utils
* Magic Workbench
* Astrology
* Magazines
* Communications
* Business
* Emulator's
* Books
* Printing
* Game Cheats
* Stereogams
* Desktop Publishing
* Gambling
* Genealogy
* Video
* and a hole lot more!.

New Double disc version

* New Menu system
An excellent menu system which can view and unpeck all the lha files from the CDROM to your hard drive.

* New 'Search' Functions
To search for all the Workbench titles just click on the search button and text workbench and all the disks will be displayed.

* New Workbench enviroment
Excellent ready-to-run Amiga Workbench has been provided on the disc for easy use.

* Over 550 New Disks
550 new disks since Utilities 1-1500 was released.

Enhance your Amiga with powerful applications carefully sorted through-out our many years.

Our Menu system will help install any of the utilities to any device/drive on your system. Will unlha/view any file.

Supports All Amiga computers 1.2 to 4.0 (MIN) A500, CD Drive, 1Mb of memory, (REQ) A1200 for all utilities to work.

Hottest 6

CODE: CD200
PRICE: £14.99+.75p
STATUS: Feb 96



More than 650Mb of brand new software featuring over 750 new floppy disks.

The latest Public Domain and shareware software from March 1995 to February 1996.

What's New on Hottest 6

* Sounds
* Modules
* Clip Art
* Fonts
* Business
* Music
* Utilities
* Comms
* Killers
* Video
* Fractals
* Printers
* Printing
* Sound
* Animation
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* DPaint
* Graphics
* Hard Drive
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* Virus
* Emulator's
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* Business
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* Amos
* W/B
* Objects
* Modem
* 3D
* Cad
* Design
* Cheats
* Demo Mak
* Degragers
* Virus Killers
* Art Related
* Compress

New Library disks

* Games
* Pictures
* Music
* Demos
* Anims
* Sampled
* Slide Shows
* Mega Demo
* Magazines
* Collections
* Rave Demo
* Sounds etc.

100 New Fred Fish

Fish disks 1001 to 1100.

Electronic Texts (Ready)

* Alice in Wonderland
* Mody Dick
* Tarzan
* Huckleberry Finn
* The Wizard of Oz
* The Jungle Book
* The Heart of Darkness
* The Book of Mormon
* The King James Bible
* Robert Louis Stevens
* Edgar Rice Burroughs
* George Eliot
* Mary Wollstonecraft
* Wharton
* Mark Twain
* jane Austin
* Upton Sinclair
* Thomas Hardy
* Thomas Paine
* Hendry james.

Business Selection

Contains all the best software to help any small business or anybody that wants to print

* A Letter - An Invoice
* A Business Card
* A Letter Head.
* Spreadsheets
* Cataloguing Systems
* Typinf Tutors
* Databases
* Desktop Publishing
* Financial Planing
* Home finance
* Inventory
* Label printing & Mailing
* Word processing etc.

This entire collection costs less than just one commercial game.

Many of those programs just arent in normal stores or PD Libraries. When you're not working with your computer the Leisure, Home and Hobby programs you will keep everybody entertained for months. Your most valuable resources are time and money - you save both with the CD.

3D Objects

CODE: CD232
PRICE: £9.99+.75p
STATUS: Feb 96



A comprehensive Library of 3d objects for Imagine & Lightware to enhance any graphic artists

All the objects you need assembled together on one convenient CD. The 3d objects CDROM is the ideal collection of 3d graphical objects for both the most popular 3d graphical platforms. This disk has over 600Mb of pure objects in both Imagine and Lightware formats.

*** Lightware users get 3d objects in the following catagries:-**

ANATOMY	7.7Mb
ANIMALS	10Mb
AVIATION	12Mb
BUILDING	17Mb
COMPUTER	2.7Mb
EFFECTS	1.8Mb
ENVIROMENT	1.0Mb
FONTS	7.6Mb
HOLIDAYS	3.1Mb
HOUSEHOLD	7.5Mb
MISC	8.5Mb
MUSIC	3.6Mb
ORGANIC	20Mb
ROBOTS	5.2Mb
SHIPS	11Mb
SPACE	58Mb
SPORTS	2.6Mb
STARTREK	8.2Mb
TECHNLGY	9.2Mb
TOOLS	7.6Mb
TOYS	3.7Mb
TRANSPORT	15Mb
WEAPONS	3.3Mb

*** Imagine users get 3d objects in the following catagries:-**

ANATOMY	14Mb
ANIMALS	11Mb
AUTHORS	10Mb
AVIATION	11Mb
BATHROOM	1Mb
BOTANY	1.3Mb
BUILDING	5Mb
CLOCKS	1Mb
COMPUTERS	3Mb
D&D	1Mb
DR WHO	1Mb
EFFECTS	1Mb
FOOD	3Mb
FLYING	1Mb
FRUIT	.2Mb
FURNTIRE	4Mb
GENERAL	.4Mb
HOUSEHLOD	9Mb
HUMAN	7Mb
INSTRUMENT	2.7Mb
KITCHEN	1Mb
LAMPS	2Mb
LAND	1.7M
LOGOS	1.2M
MISC	16M
MORPH	5Mb
MUSIC	1.5M
NOVELTY	3Mb
ORGANIC	3Mb
PHONES	2Mb
ROBOTS	2Mb
SCENES & SCI-FI	3.4M
SHIPS	4Mb
SPACE	42M
SPACE SHIP	11M
SPORTS	1.9M
STAR TREK	10M
TECHNLGY	2Mb
TOOLS	1Mb
TOYS	3Mb
TYPE FACE	34M
VEHICLES	25M
VIDEO	1.3M
VISTA	.4Mb
WEAPONS	2.5M

Enhance your objects collection with just one disc

Largest selection of Objects for Imagine and Lightwave users.

* Professional - Also included are collections of objects from some of the best 3d Graphical artist's around.

Now in DXF format

The Colour Library

CODE: CD182
PRICE: £9.99



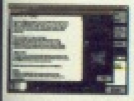
The image you need right now. Over 1,700 photos!

The superior images are divided up into various categories to aid selection.

The files may be "importable" into most of the popular DTP Packages, art packages, viewers & word processors directly from the CD.

What Categories do you get:-

* Animals
* Boats
* Cartoons
* Flags
* Flowers
* Houses
* Fantasy
* Inserts
* Modart
* Painting
* Raytrace
* Smartart
* Things
* Bikes
* Cars
* Cats
* Dogs
* Maps
* Men
* Sea
* Misc
* Space
* Places
* Scenic
* Ships
* Trains
* Buildings
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* Fish
* Dinosaur's
* Computers
* Helicopters
* Medical
* Military
* Star Trek
* Planes
* Sci-Fi
* Sports
* War





The AGA Experience

CODE: CD210
PRICE: £18.99



The Best Selection of AGA Software anywhere - The AGA Experience

NFA - Famous for their 'Word' diskmag, and Bodyshop slideshows amongst others, are very proud to present their first Amiga CD-ROM disc - This is the first CD dedicated to AGA owners.

EXCLUSIVE NFA - These quality titles were created by leading Amiga group NFA specifically for this CD. These titles are all AGA.

READY-TO-RUN - Most of the contents run straight from the CD. There is no need to spend ages extracting disks. Well over 300meg of ready-to-run hot utilities, disk mags, text files, demos, games and much more.

MAGIC WORKBENCH - Colour scheme and icons. We have spent months making this CD the very smartest looking CD available today.

LATEST AGA - Mega-demos. If you like being impressed by your Amiga, you'll find a great selection of demos. There are many which are so new,that you won't have even heard of them

C64 Sensations

CODE: CD181 **PRICE: £17.99 +.75p**



Remember the good Days - Contains all the Software that we have collected during our great times on the C64. Dating from 1984 up to the present day.

Surprising as it may seem to a lot of people there is still a lively C64 scene today. Although very different from a few years ago there are still a lot of people still heavily into the 64, And the rest of you, like us, have a lot of great memories.

That is one of the reasons why we compiled this CD. So anytime we want to reminisce the old days you can just pull out the CD.

We garantee you! that you will not have seen many of these amazing Mega demos as a high amount have not been releases before.

Amiga - Contains Amiga tools to be used for copying & converting the .D64 images back to your 1541 or into your Amiga. Also included is the FULL version of A64 Emulator Package.

Demos - This directory contains our entire C64 Demos collection. They date back from around 1986 until April of 1995. There are literally thousands of demos and magazines. Oh the fun I had looking over my old demos and reading charts in 5 year old magazines. The collection is as complete as it could be for someone mail trading for years.

Sid Tunes - Hundreds of Sid Player tunes. All the tunes are in Amiga Playsid format BUT have all been renamed with PC SidPlayer file extensions so they are runable on a PC as well. They are also runable through PlaySid. The latest versions of which is also on the disc are provided in the relevant Tools directories.

Hottest Set 1

CODE: CD240
PRICE: £29.99

Hottest 1, 2, 3 and 6

All the disks have been packed with DMS to retain the original disk format and contents and it comes complete with an easy to use menu system.

The CD's Contain some of the best and most original Amiga Mega Demos, Games etc you will ever see. I have selected a few for you to take a look at and they are as follows:-

Sample of what's on Hottest 1

* Acieed! House
* The Knight Anim
* Stack & The X-Men
* Fashionating
* Tech Tech [Sodan]
* Software oF Sweden
* Listem to the Future
* Silent Mega Demo II
* Force 242 Music
* Newtek Demo Real
* Robbed Beats [RSI]
* Probe Animation
* Walker Anim [1Mb]
* Luxo Teenager Anim
* Walker Anim II [1Mb]
* CBM 64 Music
* Psychoball [Kefrens]
* Salamander Collect
* Exodus Jumping Tiger
* Quiet Riot Helloween
* Nasa Graphics
* Frog Animation
* Star Trek Animation
* 'The Dolle Demo'
* Middle East Mania
* Deadly Jammin II
* Plasma Force Acid
* It Came from Desert
* Fiendish Freddys
* Kylie Minogue
* Horror Show Anims
* Freddy Kruger Sample
* Batdance Sounds
* Crusaders Freekd Out!
* Joe of Scoopex Pics
* Operation Thunderbolt
* Forgotten Realms
* Newtek Demo Real III
* Dragons Lair II Anims
* X-Copy [Silents]
* Frantic Freddy

Hottest 2

* Budbrain II
* Sleepin Bag [Horizon]
* Medley Relation
* A mazing Tunes II
* Fantasy Space II
* U.S.A. VS IRAQ
* Lost In Space [2MB]
* Juggler II Anim 2Mb
* Agatron Animations
* At The Movies [2MB]
* Walker Demo [2MB]
* The Wall [Kefrens]
* Total Recall
* Nightmare Slideshow
* Blues Brothers
* Star Trek [T:N:G]
* Spherical Dreams
* Musical Massacre
* 900 Mix [Oxygen]
* Unlimited Bobs
* Voices of Energy
* Sweet [Crusaders]
* Ultimate Star Trek
* Mechfight
* Star Trekkin
* Coyote Strikes Back
* Walker Demo II
* Hot Wired Crusaders
* Mars Animation
* 2nd [Scoopex]
* Best of Raf Vol.1
* Vocal Attack III
* Red Dwarf Slides
* Silents Blues House
* Star Trek American
* Spaced Out Vol.1

Hottest 3

* Cult T.V Episodes VI
* Royal Boulderdash
* Odyssey by Alcatraz
* Seeing is Believing
* Hardwired [Crionics]
* Black Jack Lab
* Backgammon
* Card Sharp
* Subattack v1.0
* Diplomancy II
* Creep Show II
* Phenomena Dimensi
* Total War
* Camouflage Anim
* Potato Head Circus
* Skunks & Hunks
* Golden Oldies
* Amos Coindrop
* Amy History
* Batman & Vtol Anims
* How to Run by ES
* Unsporting Anim
* Galacia'92
* Amos Fruit Machine
* Descender
* Intruder [Berserk]
* Catacomb Adventure
* Clash of Empires
* Legend of Lothian
* Star Trek J.Bar
* Star Trek E.Gustafson
* Sounds of Silence
* Gathering 92 Tunes
* Spring Melodies
* Golden Oldies 2
* Dr Mario
* Golden Oldies 3
* Time Zone [Trsi]
* Get Frogged [Decay]

See Hottest 6 for more details!

Aminet Set 1

CODE: CD112
PRICE: £24.99



Quite simply the best CD compilation around "CU"

Its a Quad Disc Set with the most comprehensive software.

Dev	141Mb	800
Util	103Mb	1,800
Gfx	134Mb	900
Pix & Anims	337Mb	1,100
Text	87Mb	500
Docs	39Mb	400
Demo	336Mb	900
Game	160Mb	1,000
Comms	86Mb	1,100
Hardware	6Mb	100
Business	63Mb	300
Disk	12Mb	200
Misc	109Mb	500
Mods	358Mb	2,700
Music	29Mb	200

Aminet Set 2

CODE: CD220
PRICE: £24.99



Fast access to the wealth of the Aminet!

What do you get:-
Its a Quad Disc Set with the most comprehensive continued Amiga software to date.

Utilities	120Mb	1,000
Documents	270Mb	870
Text	40Mb	210
Business	75Mb	170
Pics & anims	630Mb	2,000
Graphics	170Mb	430
Misc	150Mb	270
Demo	630Mb	2,000
Games	250Mb	530
Dev	110Mb	340
Disk	10Mb	110
Hardware	5Mb	60
Comm	150Mb	1,000
Music	30Mb	120

Aminet Series

CODE: (mixed)
PRICE £12.99



The all round best cdrom collections - Aminet

Aminet 4 - CD064 - Mar '95
Aminet 6 - CD175 - Jun '95
Aminet 7 - CD184 - Aug '95
Aminet 8 - CD208 - Oct '95
Aminet 9 - CD238 - Dec '95
Aminet10 CD246 - Feb '95

Contains more ththan 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 7 CD more that 500Mb of new software has appeared. The current edition has a special focus on modules. More than 1,00 were included. Many modules are of a very high-quality and feature 8 voices. The excellent user-interface has also experienced further improvements.

ZOOM Release 2

CODE: CD234
PRICE: £18.99



The latest PD and the Latest CDROM from Active software Comes release 2!

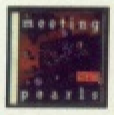
New Search Routine
The Multi-tasking search/find will seek file names or numbers.

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CODE: CD224
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12Mb	Music and Software
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Sexy Sensations

CODE: CD230
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Explore the vast secret Images of Sexy Sensations!

Pictures have been selected as there is no text, no BBS Door text, No Large borders taking up disc space.

We've included only the very best pictures. This CD comes complete with an excellent menu system which makes it easy to view the images quickly. The Superior collection of photos taken by professional photographers. They have been colour corrected to assure quality.

Contains Adult material and is not for the faint hearted. New material only.

We do not condone or supply hard core material.

Pro Clipart Volume 2

CODE: CD053
PRICE: £17.99



Comes with a 250 Page Book

is crammed full of clipart & related software. Every one from Juniors to adults will simply love flicking through the 250 page book selecting the pictures desired as you go, instead of loading a viewer.

Animals, boys, cultural images, floral and natural images, girls, holiday images, literary figures, mythological images, scenery, transportation, and work images. The disc contains drawings of bears, cats, dogs, insects, horses. Cultural images from Egypt, Japan, Native Amer-icans, Polynesia, Persia are also included on the disc. Floral & natural images include blossoms, planets, sky, the sun, trees, and weather.

Network 2 Package

Code: CD235
Price: £39.99+£2.45



Get connected - CD32 to Amiga.

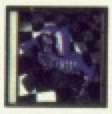
The Network 2 CD and Cable combination allows the connection of the Cd32 or CDTV (CDTV only to be purchased with Network CD Vol 1 please Ask) to any Amiga. This connection enables a communications channel between the two machines, thus allowing the transfer of files from one machine to the other. Put simply you can gain access to the CDROM drive on the CD32.

File Transfer If you have a directory Utilities such as Directory Opus, Sid or DirWork the access to any CDROM's files is simple.

Postage & Packing by Recorded £2.45

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CODE: CD233
PRICE: £29.99



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Over 100 titles or more than 200 disks!. This CD is worth well over £500, if the disks were bought separately. There's something for everyone on the CD - games, utilities, tools, professional clipart, music, beginners guides, educational and more.

* Blackboard v3.0 (image manipulation)
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All programmers receive a royalty for every CD sold.

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CODE: CD101
PRICE: £19.99



Over 1,000Mb of the best quality Sound Files.

Its a Double Disc Set with the most comprehensive collection of sound related software to date.

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CODE: CD207
PRICE: £18.99



Is an exciting new Double Disc Set Containing over 1000Mb of Science fiction related software.

Images, Music, Animations, 3D objects (Imagine & Lightwave), Sound FX, Documents, Tunes, Information & Games.

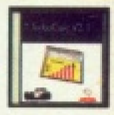
Catagories Include:

* Babylon 5,
* Star Trek
* Deep Space 9
* Batman,
* Robocop
* Aliens, 2001
* Tron
* Thunder Birds,
* Next Generation
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Ready to run from the CD

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CODE: CD218
PRICE: £9.99



Is the unique software solution that defines a new standard.

Experience is nearly unlimited capabilities in all relevant catorgories. Turbo Calc v2.1

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Functions - More that 100 functions covering arithmetical and financial needs
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*Pay By Credit Cards, Cheques, Postal Orders, Euro Cheques & Switch * All Prices include VAT * All phone Orders sent By 1st Class Post the Same Day.*

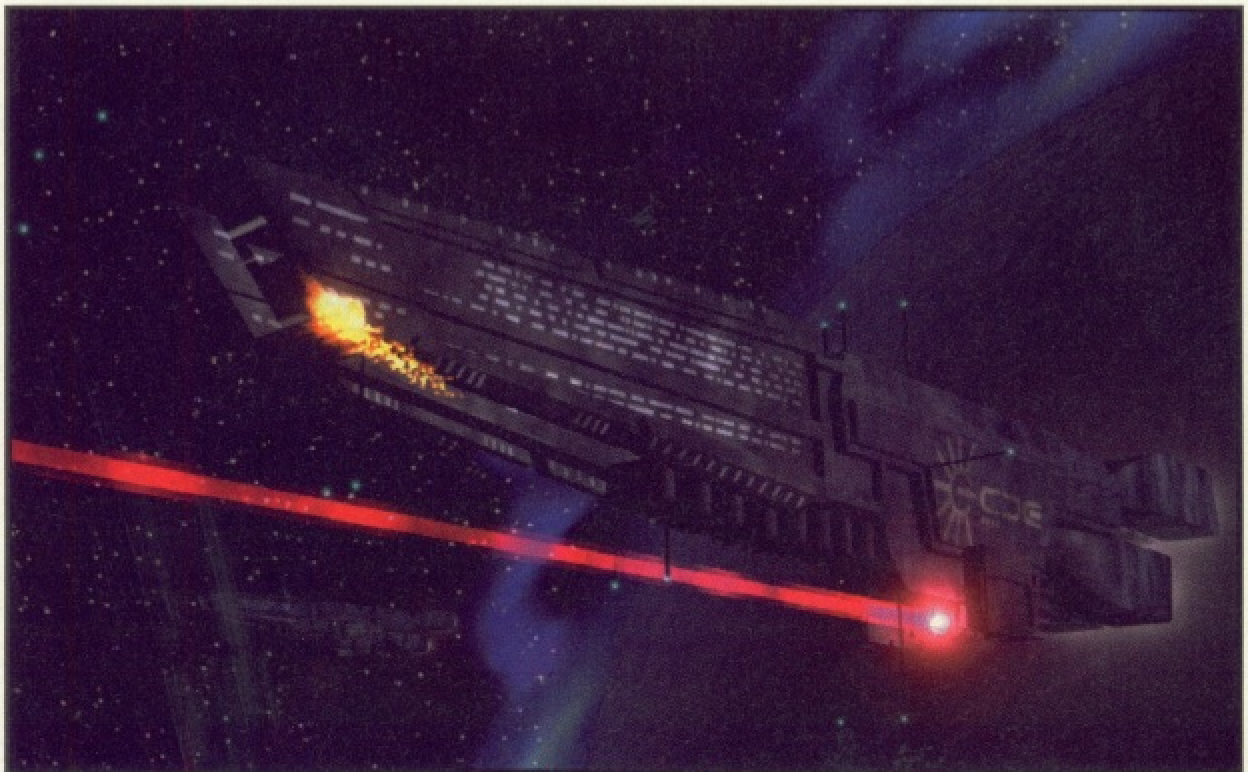
1 ORDER OVER £60 & GET ANY 4 CD'S WITHIN THIS BOX (FREE)

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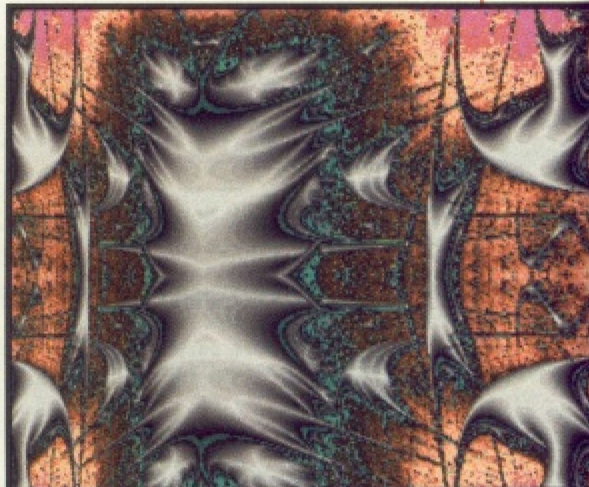
2 ORDER OVER £25 AND GET ANYONE OF THE FOLLOWING TITLES FREE OF CHARGE - EURO SCENE - BCI NET 1 ILLUSIONS IN 3D - PROFESSIONAL PCX 1 - TERRA SOUNDS THE BEAUTH OF CHAOS - WORLD OF SOUND - ESSIONAL UTILS

Art Gallery

Today CU Amiga Magazine's art gallery tomorrow the Tate. You just never know until you try. Go on send your artwork in ...

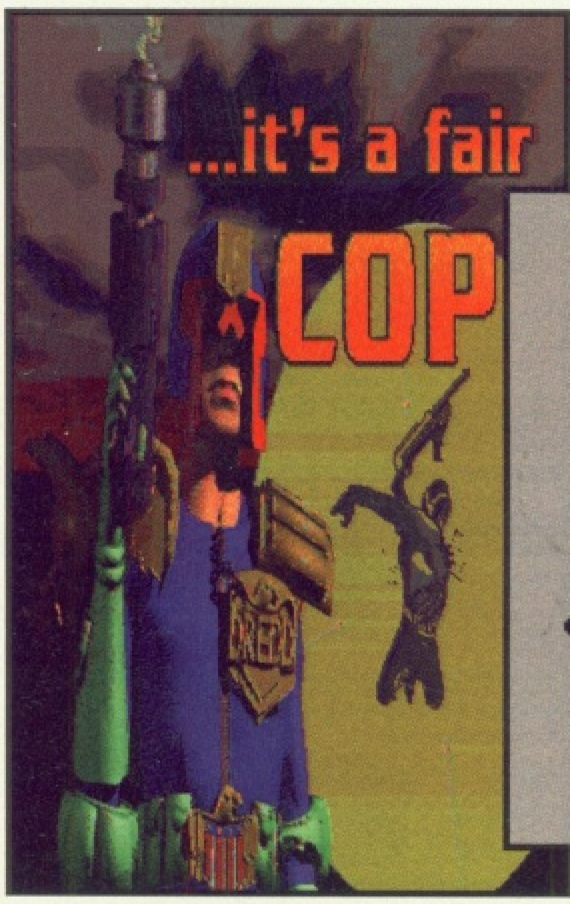


Girish Nath, Birmingham, rendered this top sci-fi picture on an A4000 using LightWave.



Jen Allen, Sussex, conjured this bizarre picture up using a combination of, amongst others, Personal Paint, Image FX, ImageStudio and Vista Lite.

Paul Viner, Suffolk, sent in these two fine examples of artwork.









Martin Sinclair, Leeds, created these pictures on an A1200 with the help of some images from our Aminet CD and other packages such as ImageFX, DPaint V and Real3D V1.4.

Get Serious

Storage gets ridiculous in the shape of the Jaz and Syquest EZ drives compared this issue.

Horgan's Organ



Whatever happens to the Amiga when the dust settles on the Escom-VIScorp deal it looks as if the overall market is far more buoyant than many would think.

April's World of Amiga show in London turned out to be a surprisingly well attended exhibition, full of Amiga fans with enough enthusiasm and spare dosh to take advantage of the cut-price offers made by most of the exhibitors. Granted, if it had been anything like the size of the old Commodore shows then the crowds wouldn't have seemed so overwhelming but compared to the last WOA show held at Wembley Conference Centre which was depressingly half-empty with no atmosphere, at least this time there was quite a buzz of excitement from both show-goers and exhibitors. Those dealers and developers who failed to show up will no doubt be kicking themselves.

I'd also like to thank everyone who turned up to the CU Amiga Magazine stand with such supportive and encouraging comments. It's good to know all of our hard work is appreciated!

And so on with the mag ... starting with a look at two tasty new removable storage devices, a round-up of modems to complement Mat's free Comms book, a 68060 upgrade for the A2000 and loads of other cool stuff.

Tony Horgan
Technical Editor



Modems p70



SyQuest EZ135 p58



▲ SyQuest enter the consumer market with their smart new EZ135.



▲ Iomega's follow-up to the 100Mb Zip drive comes in the form of their sexy 1Gb Jaz drive.

Storage for the

If these drives were any smoother or any faster they'd score a leading role in the next James Bond movie. They're so good it hurts.

Iomega JAZ drive

- Price: £529, disk price: £99.95
- Developer: Iomega
- Supplier: Hi-Soft
- Tel: 01525-718181
- hisoft@cix.compulink.co.uk

Following on from the revolutionary Zip drive, Iomega have now gone one better and released what could be thought of as the Zip's big brother. The Jaz drive aims to combine the size and portability of a floppy drive with the speed and storage capacity of a large fast hard drive. Each Jaz disk can hold a full gigabyte of data and transfer this at rates well over 6Mbs per second.

Proper SCSI

The unit reviewed here is the external version supplied by Hi-Soft, housed in their generic 3.5" external drive box. With a mains power supply in-built, there's no need for a bulky external transformer which is a welcome feature. There's also a proper SCSI address dial on the rear which means any address from 0 to 7 can be selected (unlike the Zip drive which is limited to SCSI IDs of 5 or 6).

The entire box is considerably larger than either the Zip drive or the SyQuest EZ135, although not as large an external CD-ROM drive

Like the SyQuest EZ drive, the Jaz is based on the Winchester rigid disk technology as opposed to the Zip's magneto-optical system. This raises questions of the reliability of the media in a few respects. These mechanisms are usually very susceptible to dust contamination and also drive shock whilst in operation. The media itself is also less resistant to general damage than Zip disks. For this reason the Jaz disks (like the EZ disks) are housed in a far more robust case than Zip disks in order to prevent shock damage.

Even so, compared to the Zip disks, those of both the Jaz and the EZ drives may well be less reliable and more prone to damage in transit, although only time will tell for sure.

Electric eject

Eject mechanisms may seem a minor consideration but it's worth pointing out the differences here between the Jaz and the EZ. The Jaz uses an electrical eject system, whereas the EZ uses a mechanical slider operated eject. With the EZ it's possible to accidentally let the slider slip back halfway through its travel, which can bounce the heads on the disk causing irreparable damage. While this may only be a very rare occurrence, there's no danger of that happening on the Jaz

The mechanism itself is actually a standard 3.5" unit, the same size as a floppy drive so users of big box Amigas could and probably should opt for the cheaper and space efficient option of the bare internal unit. In this case, just like other internal SCSI drives, the SCSI address is set up with jumpers.

Performance

The bottom line has to be performance and benchmarking the JAZ presented a problem we'd not encountered before at CU Amiga Magazine.

The Jaz drive is way faster than our fastest SCSI controller. The specification is an absolutely amazing 6.6Mb per second sustained transfer rate. No, that's not a misprint. The average sustained rate is still 5.4 Mb per second.

This baby is fast! In fact it's about twice the speed of my hard drive which I thought was pretty nippy. The access rates are on par with a fast hard drive too, averaging 10 milliseconds read seek time and 12 milliseconds write seek time.

With a rotational speed of only 5,394 RPM, the data density must be considerably higher than normal hard drives to achieve these transfer rates which are in excess of so called 'AV' (audio/video) rated hard drives.

IOMEGA JAZZ

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: Any Amiga with a decent SCSI Interface SCSI 2 Fast recommended.

ease of use 95%
Any Amiga with a decent SCSI Interface. SCSI 2 Fast recommended.

performance 97%
Electric ejection and plug and go. A breeze.

value for money 88%
Faster than the fastest hard drives, 1 Gb capacity and removable. Good Lord!

OVERALL
Excellent value. Next generation drive here today.
93%

EZ135, Zip and Jaz compared

	EZ135	Zip	Jaz
Manufacturer	SyQuest	Iomega	Iomega
Technology	Winchester	Magneto-Optical	Winchester
Connector	Large 50 Way	Small 25 Way	Large 50 Way
Drive cost Int	N/A	N/A	469
Drive cost Ext	219	199	529
Capacity	135Mb	100Mb	1Gb
Media Cost 1	£17.95	£15.99	£99.95
Media Cost 5	£85.00	£69.00	£475.00
Media Cost 10	N/A	£129.00	N/A
Cost per MB	13p/Mb	16p/Mb	9.8p/Mb
Media weight	93/161g	53/95g	109/238g
Postage cost	£3.16	£1.88	£4.12
Av. Access T	13.5ms	50ms	15.7ms
Sustain Max	2.4M/s	1.4M/s	6.6M/s
Av Read speed	1.60M/s	768K/s	2.18M/s
Av Write speed	1.50M/s	784K/s	1.95M/s

A few things to bear in mind

For the table (see left), the media weight was measured both in its case and without in a suitable envelope. The example postage cost is that which is required to send one disk from the UK to Airmail Zone 1 (ie. the USA). Read/write speed test results were achieved by averaging the results from DiskSpeed 4.2 on a 16K, 64K and 1Mb buffer read/write on the standard A3000 SCSI controller. Results from the Jaz are limited by the maximum speed of an A3000 SCSI interface.

masses

Conclusion

To conclude, the Jaz is a perfect example of next generation storage. The specifications may seem almost unnecessarily high, but anyone involved in digital video or audio editing will be foaming at the mouth. The data transfer rates and storage capacity means that realtime multitrack audio and video recording is easily possible.

The removable nature of the medium means that Jaz disks could be used as digital master archives for professional video and audio productions.

The rest of us are more likely to find the 100Mb capacity of the Zip is more appropriate, bearing in mind the price difference. However, if this is the kind of performance you need and you have the cash available you should have little hesitation in forking out for a sleek new Jaz drive. For now it looks set to clean up in the professional computing markets. A superb piece of hardware.



▲From left: EZ135, Jaz and Zip cartridges.

SyQuest EZ135

- Price: £219 disk price: £17.95
- Developer: SyQuest
- Supplier: Hi-Soft
- Tel: 01525-718181
- hisoft@cix.compulink.co.uk

It seems obvious that SyQuest's new drive, the EZ135, was produced in direct response to the Iomega Zip drive. I find it annoying that such competition had to appear before SyQuest brought out a drive for the domestic market, since the EZ135 technology is pretty much the same as used by all of their former products. The EZ135 is a 3.5" drive using removable disks with a 135Mb capacity. What's more, the EZ135 also looks pretty cool, unlike previous SyQuest drives. There are some key differences between the EZ135 and the Zip but essentially they are in competition for the same area of the market, so it's really more suited to comparisons with the Zip than the Jaz.

Speed

The EZ135 is basically a Winchester type rigid disk which relies on standard hard disk type heads with ultra small head-gaps to fit the required data on the disk. In contrast, the Iomega Zip uses a different technology based on state-of-the-art magneto-optical techniques whereby data is recorded more densely by striking the disk surface with a laser to heat it up magnetise tiny spots on its surface. As mentioned in the Jaz review opposite, the Zip magneto-optical method is far more resilient. However, the EZ135 is almost exactly twice as fast as the Zip with a much higher access rates.

Size matters

The EZ135 drive is also quite a bit bigger than the Zip although it's still very light. The greater dimensions allow for full size SCSI connections instead of the smaller D-type connections of the Zip, and the SCSI ID can be set to anything from 0 to 7. There's no termination switch but a terminal plug is provided which can be placed on the passthrough if it is the last SCSI device in the chain.

The power supply is also far better than that of the Zip. It's a small and light 'switching' style unit rather than the weighty transformer plug-pack of the Zip. It does however, only come with a short length of DC cable so the power supply needs to be fairly close to the drive with a 'kettle lead' plugged into that from the mains providing any extra length required. You can get a longer kettle lead but you can't extend the Iomega's DC cable.

To use a disk in the EZ135 you slot it into the front of the drive and then pull a lever down to fix it in place. It will then spin up with an ever-quickening flashing drive light until it turns green to indicate the drive is read for use. To eject a disk you first need to press a button to stop the disk spinning. Once it's stopped you'll hear a click and you can then pull the lever back to eject the disk. It works and is pretty reliable but, let's face it, it's not as nice as simply pushing the eject button or even ejecting media via software as you can do with the Zip and Jaz drives. The insert/eject time is much greater than a Zip drive which could be an irritation if you were constantly changing disks.

Performance

Seek times and transfer rates of the EZ135 are on a par with what you might consider a typical hard drive, twice the speed of a Zip in fact. Zip disks are slightly cheaper when bought in small quantities and significantly cheaper if bought in batches of 10 or more, but then you do get an extra 35Mb on an EZ disk. If you require removable disks for sending data through the post or via couriers, the Zip disks may stand up to the inevitable battering rather better.

Photo finish

Which drive do I recommend out of the Iomega Zip and SyQuest EZ135? If you intend to use the removable media on your machine only and don't intend to use multiple disks regularly, the SyQuest EZ135 is really the better drive. Its speed is the deciding factor. However, if you need to post the media and share data with other people or if you envisage a lot of disk changing, the Zip is the drive to go for; it's more common and the media is light, durable and quick as a floppy to change. The cost of the drives is so close as to be insignificant, so they are probably best judged purely on these merits rather than the £20 price difference. Do I like the EZ135? Yes, it's brilliant and highly recommended but I still prefer the Zip. ■

Mat Bettinson

SYQUEST EZ135

A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

system requirements: Any Amiga with a decent SCSI Interface

ease of use 87%
Fiddly and slow ejection method but otherwise a piece of cake.

performance 92%
Twice as fast as the Zip with more storage. Excellent.

value for money 92%
Dead cheap drive and dead cheap media. What more could you want?

OVERALL
Wonderfully cheap and fast removable drive **90%**

Modem Round-up

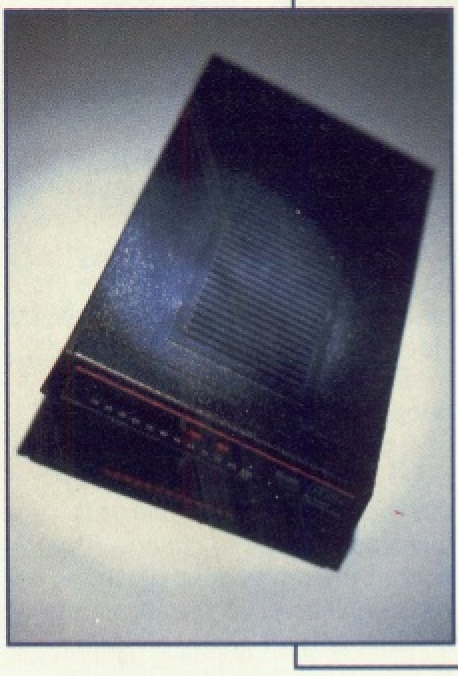
If you're going to get involved in comms and the Internet you'll need a good modem to keep your phone bills down. Mat Bettinson checks out five of the best ... from £100 to £270.

Now you've decided to get into the world of comms and the Internet you'll be needing a modem. We've picked five of the most prominent units competing for your attention and tested them out through extensive BBS and Internet access. Each of the modems covered here comes with a standard serial cable and V42.bis error correction. We've concentrated on 28800 modems as these are now all but pricing the 14400 models out of the market. The little extra you spend on a faster model will soon be recouped in the form of savings on your telephone bill.

There are a lot of things which determine the score of each individual modem and it's not just speed and/or price: cosmetic appearance and size may be important considerations if it is going to sit beside your Amiga all day, as well as the brightness and clarity of the status displays and its Amiga software compatibility.

Although you can get a much wider range of modems from PC suppliers, all of the modems here and most you will see advertised in CU Amiga Magazine will come with Amiga terminal software as standard and their technical support will have heard of Amiga.

USR Courier V34+



Price: £287.95 Supplier: First Computer Centre 0113-2319444

US Robotics is a famous brand name for modems. They make a range of cheaper modems starting with the popular Sportser range and progressing to this top of the range monster which is often referred to as the USR V.Everything – and for good reason. The Courier supports every standard under the sun including USR's earlier proprietary 'HST' standard which is only useful for connecting to ancient USR Miracom modems. It also supports all the strange in-between standards such as V32.turbo. The bottom line is that the Courier is unsurpassed when it comes to supported standards, which is why it's the modem of choice for BBS SysOps.

The other major selling point of the USR is its internal 'flash ROM'. The operating system is stored in hardware which can be updated by transferring a software upgrade from the computer, giving it compatibility with new standards as they appear. USR even provided an upgrade to their own V34+ standard which is rated at up to 33600 bps! This rate is exclusive to the USR Courier and the new Sportster VI modems but since they're the choice of BBS SysOps, amazingly rapid rates can be achieved if you have one too. Internet providers also use racks of special USR modems and some of these now support the V34+ standard, although this is still rare. This will change as more net providers upgrade their systems.Physically it's way over sized, as if the designers wanted the dimensions of the box to reflect the amount of power inside. The LED bank contains RS and CS status lights as well as flow-control indication. As it's BT approved there's no telephone passthrough which is a pain, but it does have a handy hang-up button on the front and a volume control on the side. One for professionals.

88%

Titan 144



Price: £99.99 Supplier: Wizard Developments 01322 527800

Very much in line with the stereotypical modem design, the Tornado FM-144E is a rectangular silver box with LEDs on the front. It's BT approved so has no passthrough jack. The standard compliment of LEDs are sufficiently bright for you to see what's going on which is good. The modem is a 14400 V32.bis unit which is half as fast as the current top standard but fast enough as a starter for those who aren't keen to invest in a 28800 bps modem right away. The Tornado does have Class 2 Fax, as opposed to Class 1 or Class 2.0, which makes it highly suitable for most Amiga fax software. Overall the Tornado is a competent modem that had no problems connecting to most BBSes and both Demon and Internet FCI. A good and functional beginners modem.

84%

	V32 (14K)	VFC (28K)
USR Courier	Yes	Yes
X-Link 288	Yes	Kind
Titan 144	Yes	No
Mr Modem	Yes	No
SupraFax288	Yes	Yes

Mr Modem

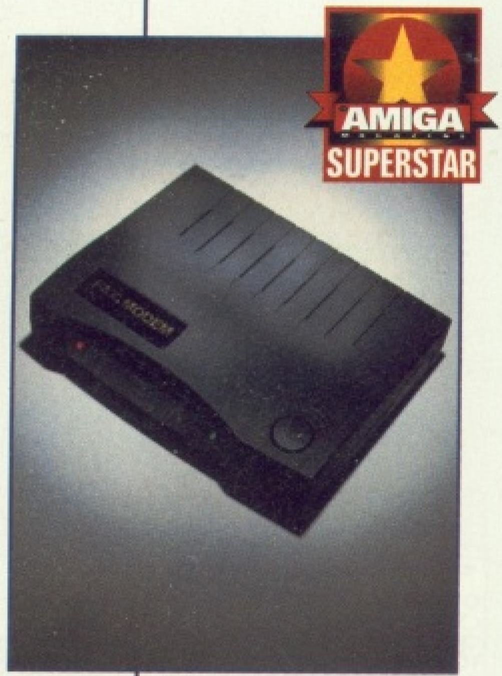
Price: £159.99 OnLine PD 01704-834335

This is a classic 'no-name' brand modem but that doesn't mean it's no good. For a start it's much smaller than most of the other modems. It's also got a hatch which covers the ports at the rear. If it's unplugged, this can be lowered to seal the unit completely. This, combined with its size, makes it an idea portable modem. The power supply is a little inoffensive plug-pack which the other modem manufacturers would do well to emulate. Other than that it's a straight V32 and V34 modem. There's no support for the older V.FC 28K standard but this isn't a great problem unless you're planning to run a BBS.

The LEDs are the most boring circular type you can get but they're bright and functional unlike some of the others. The power switch is on the top front of the modem, making it easy to turn it off if it accidentally picks up during a voice call. It's not BT approved and has a passthrough phone jack too. This is a godsend as it makes it impossible to pick up the phone on the modem – the socket is dead until the modem has hung up. You'd expect such a cheap modem to skimp on the Fax capability but no, it supports Class 1 and Class 2 Fax and worked fine in our tests with GP Fax. Overall I really like this modem. There are no amazingly special features, just a small and functional 28800 bps modem that should serve most users just fine. Highly recommended.

An added bonus to this excellent modem is a 'free' 18 disk comms pack provided by OnLine PD. This includes a variety of packages from Term to the AMosaic WWW Browser and the 3.0 version of AmiTCP. Unfortunately much of this software is older and will require sleepless nights configuring it. However some is very handy to have from the outset and it'll save you a download.

90 %



SupraFax 288

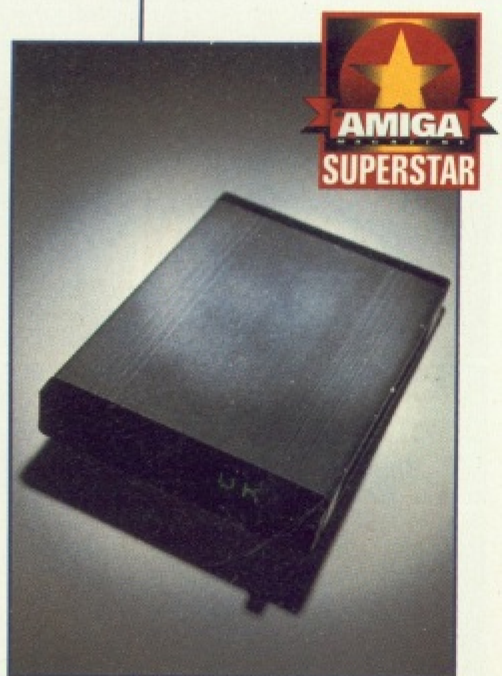
Price: £188.95 Supplier: First Computer Centre 0113 2319444

Supra are another big-time modem manufacturer whose most notable feature is the fact that they boast Amiga support both via E-mail and support BBSes in the US and Germany. Also notable is the very small size of the modem and the rather fancy dot matrix LED display on the front. This displays information at all times and when on-line it cycles through some two letter codes to let you know exactly what's going on. It's also got a separate display for the OH, SD, RD and TR lights, plus a power switch on the front. The Supra is a V34, VFC, V32.bis and below modem with good Class 1 and 2 Fax support which worked nicely with GP Fax.

However the Supra surprises further in that it's got a Flash ROM facility like the Ferrari of the modem world, the USR Courier. This means that as new standards appear, the modem can be upgraded to them providing the hardware can support the standards.

Unfortunately Supra told me that V34+ 33600 wouldn't be possible as the DSP isn't up to the task but this isn't a major problem at the moment considering the rarity of V34+ usage. The Supra's not BT approved and has that glorious passthrough function. Hooray! It also comes with a nice manual and quick reference look-up chart just like the USR, only it has a very standard command set unlike the Courier. The Flash ROM is accessed via X-Modem so the Amiga will have no problem in applying the changes, unlike the Courier again. This is a superb modem with all the right specifications and features for not much more than the price of a no-name brand. If I had to recommend one modem above all others, for both cosmetic appearance and performance then the SupraFax 288 is that modem. It's easily the best spec/price combination here.

96 %



V34 (28K)	C2 Fax	Flash R	Pass-through
Yes	Yes	Yes	No
Yes	Yes	No	No
No	Yes	No	No
Yes	No	No	Yes
Yes	Yes	Yes	Yes

Xlink 288

Price: £199.99 Supplier: Wizard Developments 01322-527800

The XLink 288 looks neat as modems go. It's rather like a Zip drive in that it's designed to stand up on its side to conserve valuable desk space. Unfortunately the effect is partially spoiled by function LEDs that are so dim they are almost invisible except in darkness. It's supposed to be a V34 modem with V.FC support, but in our tests this didn't work very well at all. The fax worked nicely though and actually a little better than most of the other modems. This was with a quick connect using its Class 2 function via GP Fax which Wizard will supply with the XLink for another £40. As with the Tornado, Wizard supply the NComm terminal software for the Amiga. The unit ran fine to both Demon and Internet FCI with nice solid V34 28800 connections each and every time. It's competent but not outstanding compared with the SupraFax 288.

81 %



dbiSCAN 4000

■ Price: £200 ■ Developer: Lincware Computers Ltd ✆ ++358 50 557 3696
■ Address: Lincware Computers Ltd, PO Box 25, FN-10300 Karjaa, Finland. ■ Supplier: TBA

Looking to play games on cheap PC monitors? This new Finnish video card could be the answer.



Believe it or not but there are disadvantages to owning a Big Box Amiga stuffed with processor accelerators and graphics cards. Take my A4000 for example. I'm quite chuffed that I have a Picasso graphics card inside. The Picasso can display a screen of 1024 by 768 pixels in 24 bit colour and I use it in 800 by 600 mode with 256 colours for a Workbench display. It works very well indeed, it's a lot faster than the standard AGA display and most serious application software works perfectly.

However, to take advantage of the new video modes and resolutions offered by the Picasso, I've had to buy an SVGA style monitor (the sort that would work on a PC or Apple for example). Most application software can be asked nicely to change video modes from a standard PAL or Interlaced PAL to the custom Picasso graphics modes. In this way I can still use software such as Imagine, Final Writer, MusicX, Cygnus Ed and others on my rock steady and very quick 800 by 600 display but this monitor won't display any Amiga software that insists on using PAL video modes (as is the case with most games).

Compromise

Here is my problem. In selling my soul to gain the higher graphics resolutions, I've said goodbye to the vast majority of Amiga games software and demo disks. These programs usually take over the Amiga chipset completely and entirely, before my Workbench utilities have a chance to upgrade the screen mode into a SVGA friendly refresh rate. They pump out 15kHz video and the result is that when I load Arcade Pool, I can't see a thing on my nice big monitor. One solution would be to use a multiscanning monitor capable of syncing down to 15Khz as well as supporting the 31kHz modes, but when I tried the Microvitec for a while I wasn't overly impressed with the picture quality.

The good news

But fear not the A4000's video slot can provide an aswer. Inside the Amiga is a slot with all the signals from the video chips. Fitting delightfully into this slot is the dbISCAN 4000 card from Finnish Amiga fans LincWare Computers. The dbISCAN takes the PAL (or NTSC) video signal directly from the video bus and re-outputs it at an SVGA friendly 31.5kHz. At the back of the card is a standard 15 pin socket, and when I plug in the monitor I get a wonderfully steady picture. Time to load Alien Breed 3D again!

Even better, I can connect the output of the dbISCAN card directly into the pass-through input connector of the Picasso card. This means I don't need to mess around with swopping cables depending on what software is running. If a screen display can't be converted from Workbench, it will be up-rated by the dbISCAN hardware and display anyway.

As this conversion is all handled by hardware, there is no special software to install or use. Everything is handled totally invisibly.

The bad news

There are only a few snags with this smart piece of hardware. Unlike the Power Computing's ScanDoublerII hardware, this Finnish kit will deal only with high resolution PAL and NTSC screen displays. It won't de-flicker Interlaced displays such as 640 by 512 PAL screen, nor will it display a Super High Resolution PAL screen in any useable form. This is presumably because the card contains about half the amount of expensive video RAM of the Power Computing card, and this in turn keeps the price down. The dbISCAN also lacks the very useful Composite VHS/SVHS video output which the Power card offers.

The dbISCAN displays all ordinary PAL screens very nicely and the price is fairly reasonable (although I noticed a little corruption in the lower right corner once or twice). It's a perfect way for A4000 owners to make use of cheap SVGA class monitors for Workbench use, and yet still regain the ability to play games and demos. Combined with a graphics card it makes the Amiga even more flexible when dealing with graphics.

If I was depending on a scan doubler to enable me to use certain application software which works best in PAL, I think I would consider the Power Computing card. Although it is twice the price, it also de-flickers an interlaced display which means a steady 640 by 512 is possible. The dbISCAN can only provice a 640 by 256 display. However, application software this stubborn is rare, and for game and demo use a non-interlaced display is perfect. If you have the money to spare, short of buying a monitor that can handle both video and SVGA display modes (of which there are not many) it's the easiest way to get some fun back into your Amiga. ■

John Kennedy

DBISCAN 4000

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · **A4000**

system requirements:
Amiga 4000 and a VGA monitor.

ease of use 95%
True plug and play-a total hardware solution with no software or instructions required.

performance 80%
Steady PAL or NTSC high-resolution screens, although slightly dark and with (very) occasional glitches.

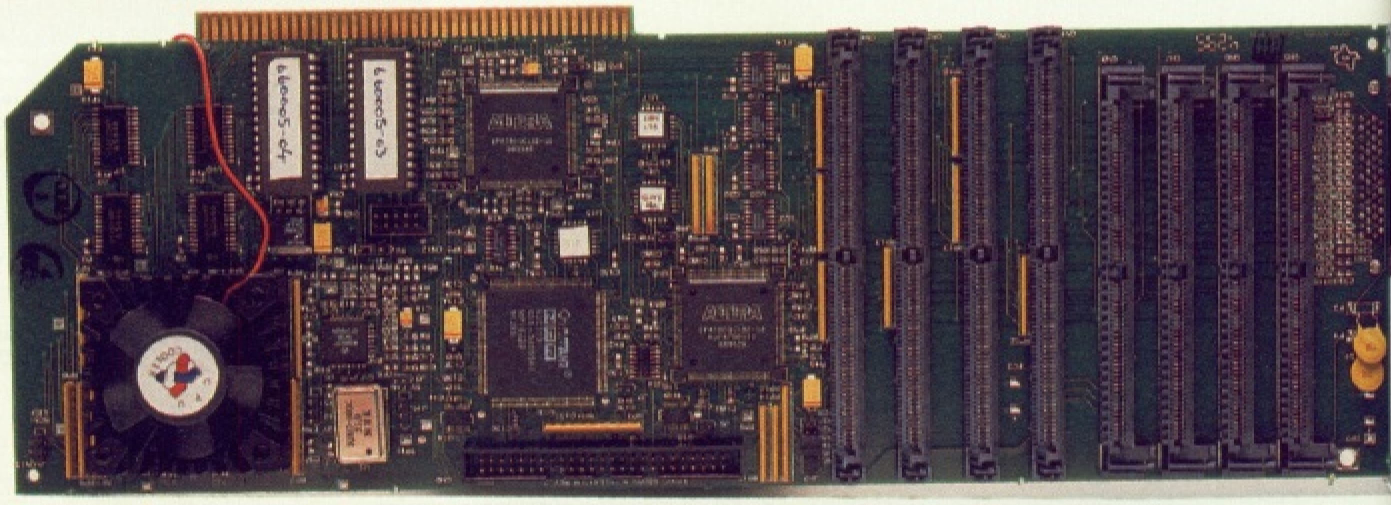
value for money 75%
Tricky – a graphics card would be a better buy, but won't achieve the same results.

OVERALL
A gadget that all serious A4000 owners could do with.
85%

TekMagic 2060 Accelerator

■ Price: £759 ■ Developer: TekMagic ■ Supplier: Power Computing
✆ 01234 352207 ■ E-Mail: sales@powerc.demon.co.uk

Powerful but pricey, this accelerator will speed up your A2000 but is it worth it?



The A2000 designers had their heads screwed on right when they decided to include a CPU slot. This isn't just any old slot, it's large enough to accept a full length card from the front to the rear of the machine and present a plate to the rear which might be used for a SCSI connector. Finally someone's come up with a meaty CPU upgrade that really takes advantage of this: TekMagic (formed from the ashes of GVP) bring us the 68060 based TekMagic 2060 card, which come complete with a SCSI interface.

Kickstart 3.1

When tooled up with the right equipment the A2000 can be a very useful Amiga. There's plenty of room inside for expansion cards and extra drives and with a Picasso graphics card and an operating system upgrade it's ready to take on the best of them. An upgrade to Kickstart 3.1 is required in order to use the 2060, so bear in mind that you'll need to spend an extra £100 or so for the 3.1 ROMs. With the 2060 installed you have the makings of a very powerful machine

The card fits neatly into the CPU slot of the A1500 or A2000 but before you boot up with your new 060 processor you'll need to install the software that comes with it. This software includes a new Setpatch command, 68040 and 68060 libraries, and the hard drive configuring utilities Fastprep and Expertprep.

SIMM sockets

One of the problems with GVP cards was that they would only accept special 64 pin GVP RAM SIMMs, not the cheaper and widely available industry standard SIMMs. Fortunately that is not a problem with the 2060, which has four standard SIMM slots and another four that take 64 pin GVP SIMMs (handy if you've already got some from a previous purchase).

However, the SCSI interface is a point of some concern. Rather than having a standard 25 pin D or Centronics socket it comes with a slimline connector that we've never come across which will not hook up to any popular SCSI devices we have used (including CD-ROM, Zip, Jaz or SyQuest drives). No doubt TekMagic will want to sell us an adaptor so that it can be connected to something.

Performance

Performance wise, the 2060 is very fast especially compared to former A2000 accelerators such as GVP's previous 68040 units. Any A2000 owner in the market for this sort of performance is probably looking to do serious computational work such as 3D rendering so it's in this area we investigated a little harder.

One of the technical hiccups of the 68060 is that a few 68000 instructions and many FPU instructions must be emulated via software since the 68060 dropped support for them. This is accomplished by the 68060 library but unfortunately any software making heavy use of those commands won't be a great deal faster than if it was running on a 68040. Phase 5, developers of the Cyberstorm 060, partially solved this problem with the inclusion of the CyberPatcher software, a wonderful program which traps the emulation routine calls and patches the original code for 68060 instructions. The results are astounding with the Cyberstorm, but the TekMagic comes with no such software which is a shame.

Mean A2000

To sum up, the 2060 has a markably slower memory interface than even the Blizzard 1260 (there's an AIBB module for the 2060 on the cover disk). This and the lack of a CyberPatcher-style utility means that in real world rendering applications, the 2060 is almost half the speed of the £600 A1200 accelerator. However, an A1200 accelerator is obviously not an option if you want to upgrade your A2000.

There's no doubt that the 2060 will seriously enhance your A2000 or A1500. If you really need a substantial speed increase along with a SCSI interface and can match the asking price then you can put this at the top of your shopping list. ■

Mat Bettinson

TEKMAGIC 2060

A500 · A500+ · A600 · A1200 · **A1500** · **A2000** · A3000 · A4000

system requirements:
Amiga 1500/2000 with Kickstart 3.1 (must be ROM)

ease of use 88%
Hardware is very easy to install but some jumper settings needed.

performance 82%
Extremely fast accelerator but could be faster.

value for money 79%
Very fast + SCSI but performance to price ratio is lacking.

OVERALL
Powerful A2000 acceleration at a price.
83%

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* UNDENIABLY THE BEST CATDISK THAT HAS HAD SO MUCH TIME SPENT ON IT. SORRY IT'S PERFECT AND THAT'S THE LAST WORD ON THE SUBJECT, NOW OFF TO BED WITHOUT ANY MILK OR COOKIES LITTLE JIMMY!.
* MORE WORLDWIDE SWAPPING CONTACTS THAN YOU COULD IMAGINE, PD COMES IN FROM DOZENS OF LOCATIONS ON EVERY CONTINENT (EXCEPT ANTARTICA, CURIOUSLY.....) THIS MEANS MORE EXCLUSIVE PD THAN YOU'VE EVER SEEN! AND ALL AT 50P EH, I CAN'T IMAGINE HOW IT'S DONE....).

LAST MONTH, AS EVERYONE WHO READS THROUGH THIS ENTIRE 'BIBLE' OF ADVERT NOTICED, WE INTRODUCED PACKS AT 2.50 FOR 10. THIS WAS MAINLY TO SHOW EVERYONE IN THE WORLD JUST HOW CHEAPLY PD IS BEING PRODUCED FOR, SO NEXT TIME YOU PAY 75P OR A QUID REMEMBER YOU'RE PAYING 2 OR 3 TIME THE AMOUNT IT COSTS TO SHIP OUT TO YOU RIGHT INTO THE POCKETS OF THE PD LIBRARY OWNERS. DON'T BE RIPPED OFF, PAY A LOW PRICE FOR PUBLIC DOMAIN, AFTER ALL THE PUBLIC IN PUBLIC DOMAIN IS YOU! AND TO OTHER LIBRARIES CHARGING 75P OR A QUID FOR PD, WELL, ALL I CAN SAY IS GOOD LUCK THIS MONTH.......OUR NORMAL PRICES (WHEN WE'RE NOT PUTTING TOGETHER SOME INSANE PACK OR OTHER THAT'LL LIKELY BANKRUPT US !) ARE THE MEASLY PEASLY WEASLY ONES BELOW

1-5 DISKS = 65P EACH
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10+ DISKS = 50P EACH
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THATS ALL IN! BY JINGO, MAUD, WHAT CAN BE GOING ON I ASK YOU? AND WITH A CATDISK CONTAINING13,500 TO CHOOSE FROM, YOU'RE GOING REALLY GOING TO HAVE TO GET ON THE V12-PD BANDWAGON! IF YOU WANT ANY MORE INFO THAN THAT, THEN GIVE US A RING, WE'LL BE GLAD TO CHAT WITH YA OR GIVE YOU ADVICE IF YOU NEED IT.

AND A MESSAGE TO ALL WORKBENCH 1.3 USERS, WE STILL SUPPORT YOUR SYSTEM AND HAVE THE LARGEST 1.3 COLLECTION IN THE WORLD, OUR CATDISK WORKS FINE FROM SCRATCH ON 1.3, SO GIVE THE OLD FRIEND A BOOT WITH SOME NEW EXCITEMENT ! OF COURSE, WB2 AND AGA AMIGA OWNERS ARE SUPPORTED BETTER THAN A PIG ON STILTS TOO, EVERYONE'S WELCOME, EVERYONE'S CATERED FOR. GOR BLIMEY GAV'NA GET ON THE V12 LURVE TRAIN AND GO TO HEAVEN! .

AND OF COURSE, THE FIRST STEP INTO V12 PALACE (TAKE THE 12TH TURN OFF FROM THE M180) IS THE CATDISKS. WHAT DO YOU WANT FROM A CATDISK, COS IT'S LIKELY WE WILL HAVE INCORPORATED IT INTO THIS BALLISTIC LITTLE DOUBLE BARRELLED BABY! OVER 40,000 LINES OF TEXT , IT WILL AUTOMATICALLY DETECT WHAT MODEL OF AMIGA IT IS IN AND CHANGE AS IT BOOTS TO USE THE SYSTEM TO BEST EFFECT, HAVE A HD AND WANT TO INSTALL BOTH DISKS TO IT? NO PROBLEM, IT 'S ONLY ONE MOUSE CLICK AWAY, AS WELL AS ANOTHER ICON TO REMOVE IT ALL TOO! DON'T HAVE A HD BUT WANT TO INSTALL IT TO RAM INSTEAD? NO PROBLEM EITHER !! OPTIONAL RAM INSTALLATION FOR OVER 1500% SPEED INCREASE, AND ALL IN 1.5 MEG OF RAM (CHIP OR FAST) HAVE THE STANDARD 1 MEG AND WANT TO RUN IT COMBINED FROM RAM AND FLOPPY? NO PROBLEM EITHER!! IT WILL INSTALL CERTAIN REGULARLY USED PARTS OF THE CAT FOR 100% INCREASE IN SPEED! A MOUSE DRIVEN INTERFACE, ANIMATIONS, MUSIC, PICS, STILL HI RES LACED GRAPHICS (EVEN ON A500) AND THE HUMOUROUS LISTINGS THAT WE ARE WELL KNOWN FOR. AND ALL FOR THREE FIRST CLASS STAMPS

AND BECAUSE THE PACKS LAST MONTH WERE STUNNINGLY POPULAR, WE HAVE LENGTHENED THE TIME WE ARE RUNNING THEM FOR ! NOW EVERYONE HAS ANOTHER CHANCE AT THE CHEAPEST PD IN THE HISTORY OF THE WORLD! HERE'S THE INFO:

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AND AS A LAST SAY I WOULD LIKE TO CONGRATULATE EVERYONE INVOLVED IN THE MAKING OF AMIGA FRONTIER DISKMAG, IT IS, IN MY OPINION, THE BEST DISKMAG ON THE PLANET, SO WELL DONE TO PAUL JONES AND EVERYONE ELSE! GET A COPY NOW, IT'S FUNNIER THAN A MAN WITH 3 LEGS TRYING TO SKIP.

THIS MONTHS GREETS GO OUT TO MARTIN WOOLSCROFT (GLAD TO HAVE YA BACK AGAIN MATE) TOPDOG, FREAK OF NFA, DEAN KELLY, STEFAN MANSIER, ROB DAVAIU, RIGSBY, COCA COLA, MICK HEYES, CHRIS HORNE, NORTH STAFFS PD AND GREETS ALSO GO OUT TO EVERYONE WHO WE'VE CALLOUSLY FORGOTTEN, AND EVERYONE RUNNING FELLOW PD LIBS, HI FOR ANOTHER MONTH , WE'RE STILL HERE

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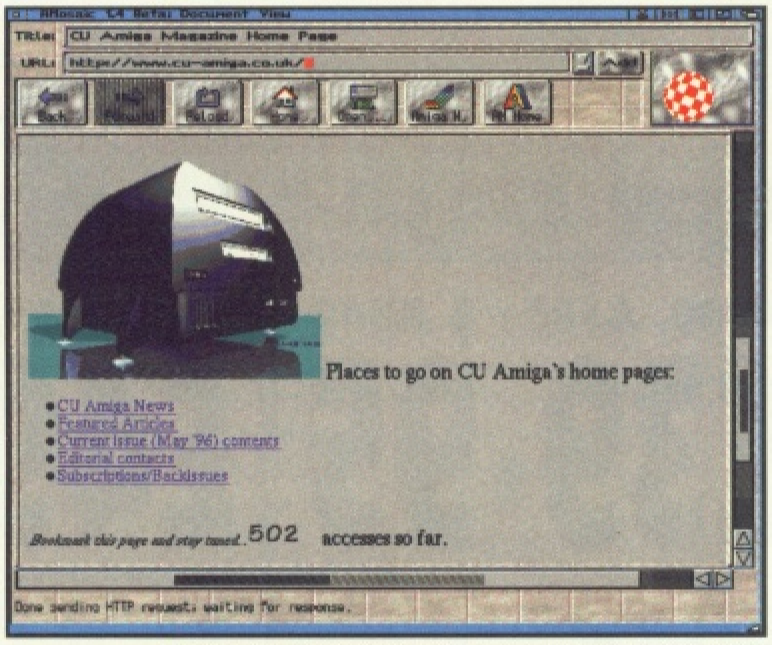
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Video Review

Connect your Amiga to the internet

While in many ways the Amiga is the ideal Internet computer, the biggest hurdle for most Amiga users who want to get onto the Net is how to set up all of the fiddly bits that need to be in place to make it all possible. If you've been following our Wired World tutorials over the past year you should have sorted out the messy bits by now but if you missed out on the crucial instalments then you may like to take a look at this VHS video from Better Concepts Inc which promises to have you up and running on the Internet within an hour.

The video comes with a disk of software including AmiTCP and the file manager utility Directory Work.



▲ Cheap advertising: an excuse to put a picture of our new Web site in.

Two friendly-sounding Americans narrate the 60 minutes of tape with a banter that suggests neither wants to play the 'straight man'. So they're no Morcambe and Wise but this is an Internet tutorial not a comedy video. You're talked through each step of the installation of the bundled software in basic terms that fall just the right side of patronisation. Further stages introduce and explain Thor, how to get the FTP client going and download AMosiac from the Aminet. A spot of cybersurfing follows until the chucklesome duo realise that they have now fulfilled their promise to get you on the Net in under an hour. If you were to set up your VCR and your Amiga side by side or running through the same monitor you could switch between the two and follow the instructions from the video tape at your own pace. Given the amount of potential mishaps involved in setting up Net access from your Amiga, this is probably the best option short of getting someone round to your house to do it all for you.

Now that the state of Amiga Web browsers has taken a few leaps forward, the recommendation of AMosaic is questionable, but at least it gets you up and running, from which point you should be able to pick and choose your preferred client software from all those currently available. ■

Tony Horgan

Available from: Better Concepts Inc, 36 Dye Street, Garnerville, NY 10923. Tel: 001 914 786 0218. Fax: 001 914 786 1708. E-mail: darkuni@qed.net. Price: US$ 34.95.

80 %

Product Review

MicroniK external power supply

One of the biggest shortfalls with the standard A1200 is the power supply. While it gives out enough juice to run the basic machine with a 2.5 inch internal hard drive, when you start adding extra peripherals it can't take the strain. This leads to all kinds of malfunctions, worst of all sudden crashes and failure to boot up. The bottom line is that if you have a tooled-up A1200 you need a bigger power supply.

The MicroniK external power supply is a 200 watt unit based on the one used in their A1200 tower system reviewed in the January 1996 issue of CU Amiga Magazine. It connects to the mains with a standard 'kettle lead' plug and has a female passthrough connection so you can also use it to power a monitor at the same time. An internal fan is included to stop it melting down or blowing up during continued use.



The main feature which sets this apart from Datel's Goliath (the only other third party Amiga power supply on the market) is the inclusion of power feeds for connection to 'internal' CD-ROMs or hard drives. You may be wondering how you would get three internal hard drives into your A1200. It's impossible of course, but these sockets allow you to use cheaper internal drives in an external situation, connected either from the internal IDE interface (which could trail out from inside the case) or from a Squirrel or trapdoor SCSI interface. Considering the price difference between an internal and a boxed drive can be as much as £50, this could be quite an attractive option to anyone who wants to add extra drives and doesn't mind having a few trailing wires.

There's very little to choose between this and the Goliath apart from the drive power feeds, so it's a simple matter of taking your pick. ■

Tony Horgan

Available from: Power Computing 44a/b Stanley Street, Bedford MK41 7RW. Tel: 01234 272000. Price: £49.95

87 %

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Exchange A2000/A1500 Power Supply …£70·00
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Book Reviews

Making the most of MIDI

For some musicians, the world of MIDI is a necessary evil that happens to be a major part of modern studios. For others it's a technical adventure playground, full of exciting nooks and crannies with new challenges waiting around every corner. The sentiments of the majority of computer literate musicians probably lie somewhere between the two.

Making the Most of MIDI seems to have been written for that middle ground, for the reader who is willing to get their head down for a good study session in order to have a better understanding of what goes on behind the sequencer windows.

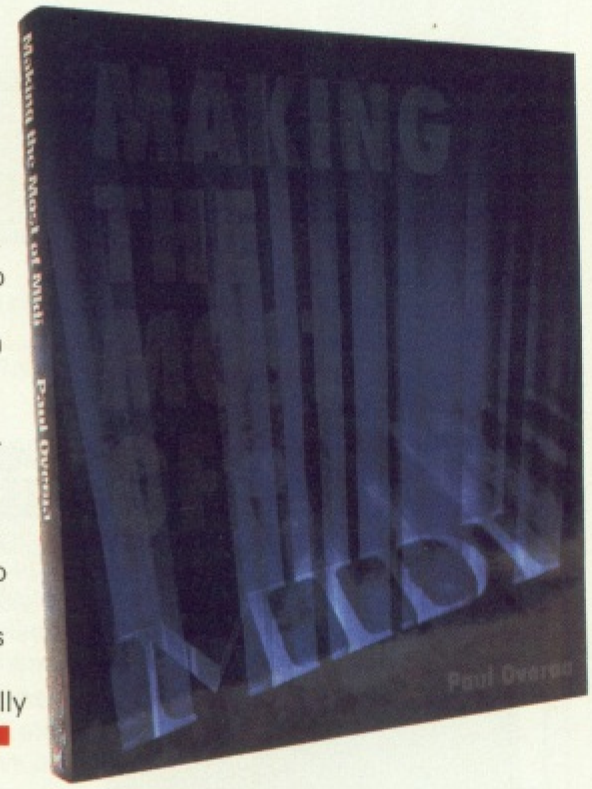
Even so, most of the book is given over to theoretical explanations of various aspects of MIDI sequencing and MIDI data transfer, rather than too much exploration of the specific hexadecimal nuts and bolts. This is slightly contrary to the claims on the back of the book and the introduction but I would think this approach is a lot more useful to most musicians anyway and I was pleasantly surprised when the expected confrontation with highly technical MIDI matters was detailed and explained in relatively plain English.

As the book reaches its latter stages, the dreaded subject of SysEx messages crops up and is given a fairly extensive chapter of its own. Next the MIDI file format is dissected extremely thoroughly and it's here that the book changes from a MIDI users' guide into a MIDI programmers' guide and it all gets a bit too much for someone who is not intimately familiar with the workings of the MIDI.

One particularly useful part of the book is a list of the General MIDI sound set (I hate General MIDI, but that's another story), along with details of other parts of the GM standard. Initially the glossary looked like it was going to be rather hefty as the first five pages are filled with entries under the letter A, but it's all over by the twelfth page.

This is a book that's best digested in two halves. The first half makes a good job of explaining the main concepts of MIDI to the beginner without reverting to too many of those patronising analogies that are common in most computing books about trains going down tunnels and postmen delivering letters. Once you've had your half time oranges and a bit of a rest you may feel adventurous enough to tackle the rest of the book, although I imagine that this will be of more interest to programmers and technically minded studio engineers. ■

Tony Horgan

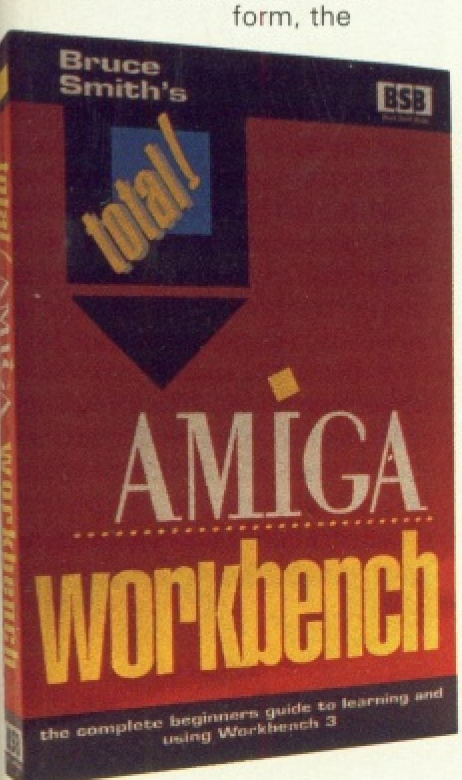


Author: Paul Overaa
Available from: Bookmark Publishing Ltd, The Old School, Greenfield, Bedford MK45 5DE. Tel: 01525 713 671. Price: £14.95.

80 %

Total! Amiga Workbench

Despite the Amiga having one of the best operating systems of any computer platform, the official documentation has been notoriously sparse. Fortunately for publishers such as Bruce Smith Books, this has left a gap in the market for tutorial and reference books that complete the role that should have been fulfilled by official Amiga manuals.



It's described as 'the complete beginners guide to learning and using Workbench 3' which is a pretty accurate description. At 416 pages it's encroaching on doorstop territory.

The chapters gradually build from introductions to the Workbench onto specific descriptions of its various tools and features, which account for most of the pages. Once you get into the bulk of the book you're unlikely to read through from start to finish, but rather dip in and out when curiosity gets the better of you. For this reason I think a ring-bound format would be more appropriate (it's perfect bound – the same binding used for this magazine), because it's impossible to leave the book open at a page unless you're right in the middle section.

As for the content, each part of the Workbench is explained quite clearly and broken down into its component parts with brief sections on each. This is useful as you're never presented with too much text to take in at once, so you're free to take it at your own pace.

Once the basics of the Workbench system have been explained it moves onto the various tools and utilities before exploring subjects such as how hard drives work, how to make your own customised Workbench disks, viruses, compiling AmigaGuide documents, using CD-ROMs and a list of 'Dos' and 'Don'ts'. One of the last appendixes lists the parts of the Workbench system which were updated in release 3.1.

Total! Amiga Workbench is a good source of mini tutorials and reference for both beginners and more experienced Workbench users and will be very at home sat next to any OS 3 Amiga, where it should see plenty of service with anyone who likes to get the most out of their machine. ■

Tony Horgan

Author: Bruce Smith
Available from: Bruce Smith Books Limited, 106 Smug Oak Centre, Lye Lane, Bricket Wood, Herts AL2 3UG. Tel: 01923 894 355. Price: £19.99.

83 %

CD-ROM Round Up

Scary special effects, screen blankers, vintage arcade games and more brought to you by Mr T Horgan.

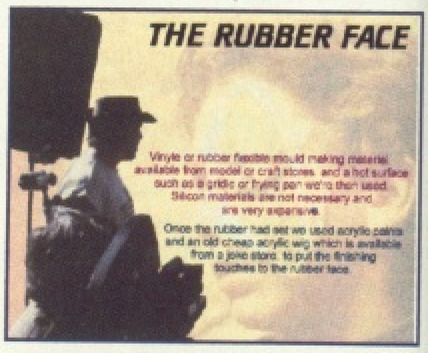
Movie Maker Vol 1: Special FX



How do you fancy taking on Steven Spielberg with a £500 camcorder? That's pretty much the thrust of this interactive multimedia presentation, directed and endorsed by John Pasternak who has apparently been working in special effects teams of the movie world for the past 20 years. It requires 4Mb of RAM and a hard drive (presumably for temporary files as it's all run from the CD) and a quad speed CD-ROM drive is recommended to keep the audio visual clips spooling off the CD without glitches.

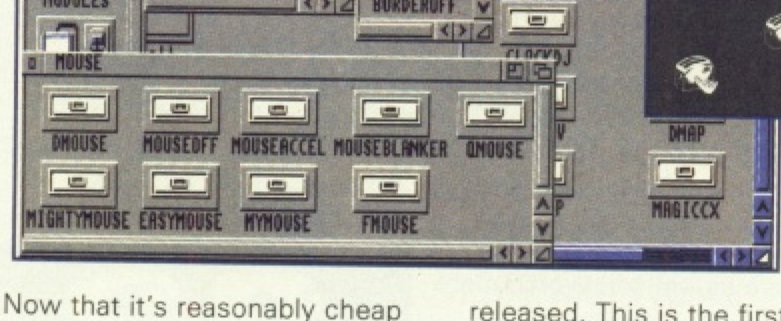
This first volume deals with making your gory special effects, such as how to fool your audience into thinking you've cut your arm open with a Stanley knife, pulled your eye out of its socket and performed surgery on a live semi-bionic hand. These effects are demonstrated in two video clips which play directly from the CD and even though there's not much definition in the small window, they're both convincing enough to make you want to watch the tutorials that follow. These are a series of slideshows with sampled voice-overs and take a kind of Blue Peter style approach, making use of common household objects and other props. Budding horror movie makers will find this a fascinating and entertaining source of advice and tips.

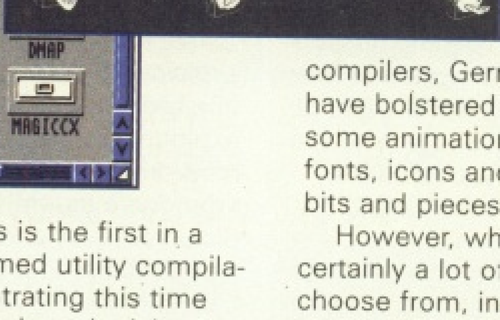
Available from: Epic Marketing, 138-139 Victoria Road, Swindon, Wilts. Price: £29.99 plus £1 P+P.



89%

Tools Unlimited Vol 1





Now that it's reasonably cheap and easy to produce a CD-ROM there are all kinds of obscure themed collections being released. This is the first in a series of themed utility compilations, concentrating this time on screen blankers. It claims to contain every freely distributable Amiga screen blanker in existence and along with those are a few demos of commercial blankers such as Maxon Magic. Perhaps realising that this didn't really add up to an awful lot (in CD-ROM terms at least) the compilers, German based GTI, have bolstered the content with some animations, modules, fonts, icons and assorted other bits and pieces.

However, while there are certainly a lot of blankers to choose from, including some for graphics boards and some mouse blankers which make the pointer disappear after a few seconds, the overall impression, in my opinion, is that of a CD which lacks direction and substance.

Of course, if you're in need of a good screen blanker and you don't fancy trying out every one in turn, either downloading from the net or ordering from a PD library, then this is the obvious solution.

Available from: PD Soft, 1 Bryant Avenue, Southend On Sea, Essex SS1 2YD. Tel: 01702 466933. Price: £14.99 plus 75p P+P.

70%

Arcade Classics Plus

You may remember we looked at the original Arcade Classics CD in our first CD-ROM issue in November 95. It was rated at 79% then, scoring points for its inclusion of many gaming gems from yesteryear.

However, in that review it was marked down because it had no menu front end for loading and decompressing the games.

It's good to see that the compilers have taken the various criticisms on board and come back with a much better product. Arcade Classic Plus is a revision of that original CD which has taken into account those criticisms and added a nice point-and-click front end which allows you to extract the game archives to your chosen destinations.

It would be still be better if the games could be run direct from the CD, but as many PD games are designed to run from floppies this is not really a possibility. So in order to use this CD you'll need an Amiga computer (rather than a CD32) and preferably a hard drive, as most of the games are stored as LHA archives, although there are some DMS floppy archives too.

While much of the software on the disc is well below par, the highlights more than make up for it. If you're a fan of games like Defender, Space Invaders, Asteroids and Galaxians you'll find plenty to keep your spirits up.

Why not go the whole hog and get yourself one of the 80s revival pop CDs to play at the same time just to add to the atmosphere?



Available from: Epic Marketing, 138-139 Victoria Road, Swindon, Wilts. Price: £14.99 plus £1 P+P.

84 %

Aminet 11



They've got a good thing going, these Aminet people. Amiga's shareware and PD programmers, artists and musicians from around the globe regularly upload their latest productions to the Aminet for the rest of the Amiga community to enjoy free of charge. Then each month they dump the latest uploads onto a CD-ROM and sell them to the public for a modest fee. Anyone who has material included on an Aminet CD-ROM is automatically entitled to a free copy and no software is included without permission from the author, so everyone's a winner. Then we go ahead and recommend the latest edition every month with a nice ninety-something score to reflect the incredible variety and quality of much of the software. Aminet 11 also comes with a complete version of XiPaint 3.2, a 24 bit paint package, just in case you needed another reason to get the CD.

Available from: PD Soft, 1 Bryant Avenue, Southend On Sea, Essex SS1 2YD. Tel: 01702 466933. Price: £14.99 plus 75p P+P.

90 %

Magic Workbench Enhancer





Some people buy a Ford Capri, paint it fluorescent orange, put go-faster stripes down the side, lower the suspension and top it off with a 'Wayne and Tracy' sun visor sticker. Others buy an Amiga and do much the same to their Workbench. This CD won't be of much use to the Capri brigade, but their Amiga-owning equivalents or anyone who wants to dress up the drab workbench screen will be chuffed with it.

It's based around Magic Workbench, the popular icon set and Workbench enhancement system. Along with stacks of nifty icons there are loads of backdrops supplied in 8, 16 and 256 colours. The 8 colour backdrops include some useful greyscale images, the 16 colour drawer has plenty of Star Trek, Manga, space and texture images while the 256 colour section is a massive archive of various images sorted into different subjects, including a 'Girls' section that may enhance more than your Workbench. The amount of graphics on the CD make it quite worthwhile even as a collection of images for general graphics work.

A directory of lively sound effects has been included, most of which could be put to good use as alert sounds. As is often the case with good CD-ROMs, there's also a wealth of other bits and pieces to be found, including tools, utilities, loads of music modules, screen blankers and so on to keep you customising your Amiga well into the future. At 1p under a tenner it's well priced too.

Available from: Epic Marketing, 138-139 Victoria Road, Swindon, Wilts. Price: £9.99 plus £1 P+P.

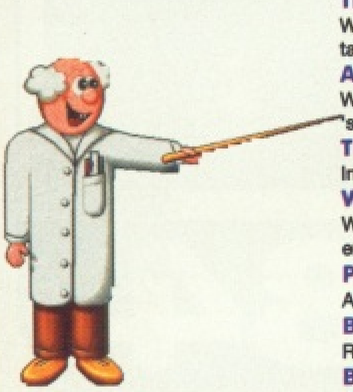
82 %



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Amiga Environment
What is your Amiga? Why is it so special? What is the "scene"? Who are Amiga Technologies and what do they do?

The Amiga Hardware
Inside, outside, ports, chips all explained

Workbench and DOS
What is it? Using it. Data and file management, Workbench environment tips, the CLI, advanced WB and CLI tricks

Programming
AMOS, Blitz, assembly, C, Amiga E and AREXX examined

Become an Artist Overnight
Raytracing, 3D, animation, bitmap drawing analysed

Become an Amiga Music Maestro
Octamed explained, MIDI discussed, musicians interviewed

Getting Your Words into Print
Word processing, Desk Top Publishing, Printers, Clipart etc

Surfing the Super Information Highway
Intro to the Internet, Surfing the Internet, WWW design, Amiga Internet Providers, Amiga Internet software. The Amiga Technologies Internet pack taken for a test drive.

General Arena
Emulation, Operating Systems, Storage Systems, Amiga in Business, Multimedia etc etc etc

The Amiga Future
Where is the Amiga going? Amiga Technologies' plans, Amiga visions, possible industry comments. Amiga "Visions" - the companies that will bring us innovative products in 1996. We interview Intersect Developments, Fields of Vision and more.

And Finally
Credits, thanks and anything we have forgotten!

Also!

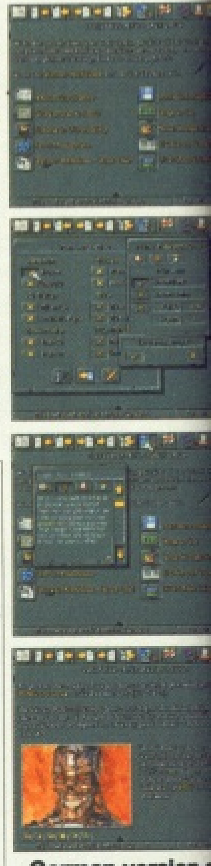
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And Starring!

Kev and Gareth Craft	- Amiga MIDI	- MIDICraft
Steve Bye	- AMOS Programming	- F1 Licenceware
Ed Wiles	- Octamed In Depth	- Octamed Expert
Larry Hickmott	- DTP, Printers, Clipart	- LH Publishing
Peter and David Clarke	- 3D Animation	- The Room Upstairs
Simon & Co.	- 3D Architecture	- V.S.I.
Mark Thomas	- WWW Design/future	- Global Internet Ltd
Danny Amor	- The CD and German Mkt	- Freelance Writer
Jason Jordache	- Bitmap Graphics	- Freelance Artist
Dale Hemenway	- Animation	- Dalemation
David Taylor	- Storage, Emulation	- Freelance Writer
John Kennedy	- Internet etc etc etc!	- Paragon (Freelance)
Jeremy Ford	- PD Section	- Ground Zero Software
Justin Joyce	- Amiga DTV	- Axiom Video Services
Andrew Campbell	- AMOS 'Hands-on'	- AMOS Programmer
Richard Bannister	- Music (Soundstudio)	- MED Users Group
Spencer Jarvis	- Imagine 'Hands-on'	- Imagine Users Group

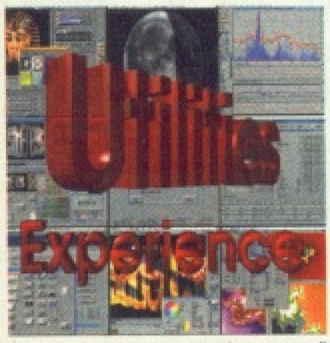
The Get Started CD should be available from most good CD mail order and high street Amiga retailers. All rights reserved. Contents may be subject to change.



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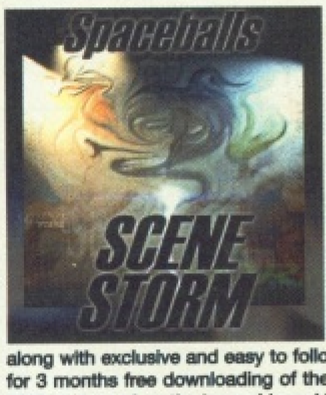
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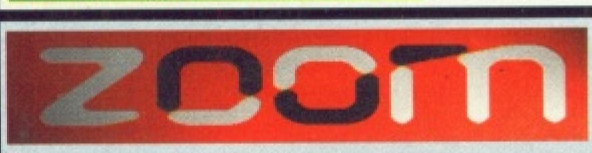
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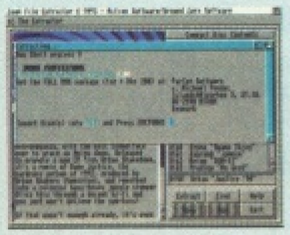
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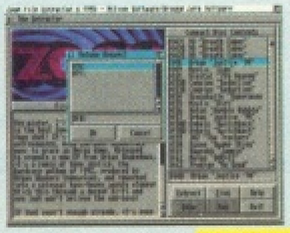
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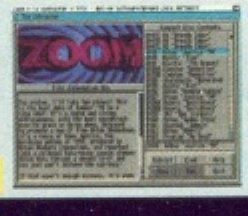
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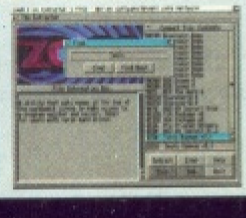
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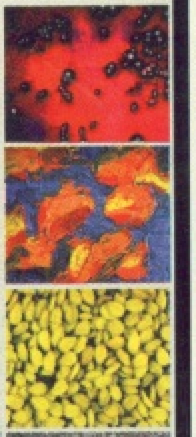
Sick of the run-of-the-mill old PD CD releases containg collections from pre-1995?!? This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Some superb material is contained within this CD-Rom: Blackboard v3 (image manipulation), Ultimate Quiz 2 (general quiz), Word Plus Pro (originally valued at £15!), Fortress (strategy God game), Relics of Deldroneye (voted best PD game ever by Amiga Format), ERIC (voted second best PD game ever), Powerbase (database program), GRAC (superb 'Monkey Island' style adventure game creator with 000's of copies sold on floppy), Introduction to WB (best selling F1 Title), Absolute Beginners Guide to AMOS, Junior Artist (kids paint package) or Tots Time (one of many kids educational programs). Use some of the professional music within your games, with no extra charges. What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements. Something for everyone. With a very easy to use AmigaGuide© interface with 80% of the programs running straight from the CD. Remember that the programs are commercial, with copyright owned by F1 Licenceware. <u>All programmers receive a royalty for every CD sold.</u>

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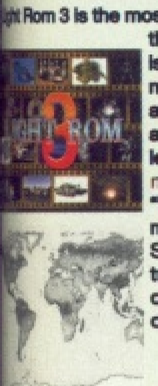
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s collection of textures has taken a staggering 5 years to complete. ntasmagoria are a professional graphics company, based in Bristol. y have been providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF format for video titling applications. The various sections include Abstract - Phantasmagoria, Abstract - Oil Paints, Abstract - Mixed, Animal Skins, Clouds, Fire, Food, Masonry, Rock, Metal (6 sub-sections), Water, Wood Bark, Wood Grain, Miscellaneous. No wasted space on this CD-Rom - a collection of extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. An ideal complement to a raytracing CD such as Light Rom 3 etc. **Please note that all these textures are exclusive to this CD-Rom and cannot be found on any other collection.**



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ght Rom 3 is the most ambitious issue to date, consisting of 3 CD Rom's! Rom 1 is filled with thousands of Lightwave objects and scene files, building upon previous issues. Rom 2 contains huge collections of 3D objetcs in different file formats including Imagine (175MB's), 3D Studio (100MB's), Sculpt (30MB's) and Real 3D (7MB's). It also includes 700 textures in the JPEG format and a Video Toaster directory with wipes and CG fonts. Rom 2 also has a collection of 3D landscapes in the Lightwave, Imagine and 3D Studio file formats and a collection of useful Amiga and PC PD programs. Rom 3 is a "DEM ROM", a bonus CD-ROM containing over 1000 digital elevation maps for use with VistaPro, Scenary Animator and World Construction Set (available from Blittersoft) on any platform. All Lightwave objects, textures and DEMs on this collection are represented with thumbnail renderings. Michael Meshew, the author of Light Rom 1, 2 and 3, has produced a CD that offers the World artistic talent for a reasonable price.

Texture Portfolio & Light Rom 3 for £59.99

NFA AGA EXPERIENCE - VOLUME 2

So you were impressed with AGA Experience volume one?! So was the Amiga press! Hot on its heels comes a brand new release.....NFA AGA Experience volume 2! Following the same trend as the first, but offering even better value for money, it contains loads of new and exclusive AGA material to show friends the capabilities of your AGA machine, at a low, low cost. This contains AGA utilities, demos, games, tools, slideshows, animations and more! Compiled (in a similar style to Zoom release 2) within a Magic WB environment, it makes access superbly easy. This CD is going to sell like hot-cakes at the World of Amiga show - order your copy before stocks run out!!

Many New Features :-



FASTER DMS's - The DMS files now unpack more quickly, so you can get at the files you want even quicker! Plus the MagicWB environment makes it instant!

MORE READY-TO-RUN SOFTWARE - Now there is a lot more software ready to run straight from the CD. There are less troublesome DMS files than before!

MORE FLOPPY DRIVE FRIENDLY - Users without Hard Drives will find this CDworks better than the first one. We have even included boot-disks for most ofthe popular A1200 CDROM drives!

LESS 'BABE' SLIDESHOWS AND PICTURES - We have not included any of theboring and unoriginal swimsuit slideshows that you will find on other inferior CDs. These are really just padding, and we would rather use thespace on this CD to bring you only THE BEST software around!

A SELECTION OF UN-DMS PROGRAMS - We have placed every program we couldfind to decompress DMS files on the CD. This makes it a piece of cake to getat the DMS files - either through double-clicking in Workbench or theinterface of your choice. It's so easy!

MORE CD32 FRIENDLY - Due to some bugs in the Amiga operating system, the first AGA Experience did not work perfectly on a networked CD32 - we have hopefully worked around these problems, and the result is a real treat for CD32 owners!

ALL NEW AGA-ONLY SOFTWARE - Since the release of the AGA ExperienceVol 1, there has been a massive amount of new, top-quality AGA software. Virtually nothing has been repeated on this CD from the first one. We now have many new sources of software, to ensure a constant stream of quality titles.

NEW USEFUL UTILITIES - After hearing some of the comments from the magazine reviewers, we decided to create a drawer containg useful tools. Insidethe 'Useful' drawer, you will find an icon to copy DMS files to RAD: instead of DF0: (speeding it up enourmously), TUDE (to make more demos/games run on 030+),and some boot disks for this CD! Something for everyone...PLUS MUCH, MUCH MORE!! - Like exclusive game demos from the Amiga' stop publishers, Exclusive version of AWeb for HTML Web page-like docs, More detailed contents listings, compatibility details on the AGA demos etc. etc.

new release! - out Middle of April!! £19.99

OH YES........MORE WORMS!



Over 50,000 copies of this superb game were sold before Xmas, and these were just Amiga sales. Worms is one of the most popular games of recent times across Europe. This CD contains an extensive number of enhancements for both the Amiga and PC version of Worms. It contains maps (over 1000 extra levels), a patch update to offer enhanced features to the original game. This is volume one in a fortcoming series. If you are an Amiga or PC Worms fan then get this now!

AMIGA AND PC COMPATIBLE £9.99

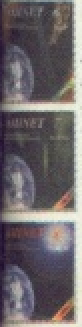
HORROR SENSATIONS



Horror Sensations is an innovative new multi-format CD-Rom containing anything and everything to do with horror! Includes thousands of images and pictures from films ranging from Hammer House of Horror through to very recent blockbusters. Also contains tho goriest of animations, horror stories, samples (i.e. screams, groans etc), haunting music tracks (.mods). Designed for use on the PC or Amiga this CD will delight any horror fan with masses of material!

AMIGA AND PC COMPATIBLE £18.99

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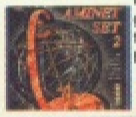
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Aminet Set 2 contains all the Aminet uploads since release 1. PD from December 1994 to November 1995. Gigabytes (four CD's) of games, utilities, demos, pictures, animations, tools, modules and more. Also contains 300 books from the Project Gutenburg CD-Rom.

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ENCOUNTERS



A first for the Amiga. The UFO phenomenon has hit the computer with this excellent release. Forget the X-Files, UFO's are for real - here is the evidence! The most comprehensive UFO compilation ever. UFO and 'the unknown' fans will not be dissapointed with this release. Based on AmigaGuide it allows the interaction of text files and images on every possible UFO story. Received over 90% in a recent Amiga Computing review. The only Amiga CD source for UFO and the unknown related subjects. Buy your copy before stocks run out!

most comprehensive collection ever! £14.99

SCI-FI SENSATIONS vol.2



An exiting new CD-Rom containing over 1000MB's of science fiction images, music, animations, 3D objects for Imagine and Lightwave, sound FX, documents/text, themtunes, information and SCI-FI games. Categories include Babylon 5, Startrek (the Original, TNG, Deep Space Nine, Voyager and the films), Batman, Dr. Who, Thunderbirds, Robocop, Bladerunner, Aliens, 2001, Battlestar Galactica, TRON, Total Recall and many other films. New version 2 is now available containing more SCI-FI data than ever before.

new version 2!! DOUBLE CD-ROM £18.99

EETING PEARLS 3



Contains 10MB of packing tools, 21MB of network tools, 29MB of development tools, 35MB of graphics programs, 13MB of AmiTCP data, 60MB of CD-Rom databases, 96MB pasTEX, 30MB of ... data. Get both these CD's for ... £15.99.

ew!! £9.99

AGA EXPERIENCE



Contains AGA PD from the last 3 years of which 90% will run straight from the CD! Utils, demos, games, slideshows, anims etc and loads of exclusive products. This has got to be the most comprehensive CD-Rom for any AGA user. Rated at over 90% in nearly every Amiga magazine!

£18.99

C64 SENSATIONS



This CD gives you almost 10000 C64 demos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). Superb collection for Amiga and PC.

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TEN ON TEN PACK



Almathera collection consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD . A superb value CD collection.

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A double CD animation extravaganza!

All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC.

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WS FONTS



Another popular Wierd Science compact disc.

This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 600 Truetype, 132 PCX, 300 GDOS and more!

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NETWORK KIT



Do you have one of the 'old' CD32's lying around in your house? Well, why not connect it to your Amiga and use it as an external CD drive. All you need to make the connected - the CD, disk (for the computer) and the cable. An A1200 is recommended.

£37.99

ASSASSINS 2



Following on from the tradition of the first CD this contains loads of new public domain games from 1994 and 1995. Entire Assassins collection upto 250, 60 utility disks and loads more games runnable from a superb custom written interface. Parnet and sernet provided for connection to host computers.

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URBO CALC v2.1



A superb spreadsheet package now available on CD-Rom. Excellent formatting ...bilities, more than 100 func..., macro and AREXX abilities ...instructions), sheet size limited ...memory only, import of foreign ...dsheets and a comprehensive ...gGuide manual.

ew!! £9.99

LSD VOLUME 3



MB's of data, most of which have never before been included on a CD-Rom at release! Software in both ready-to-run and archived formats: demos, diskmags, comms and computing, anims and pictures, music modules, original clipart, source code, games, utils, etc.

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WS CLIPART

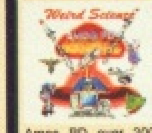


Must be nearly third in the most popular CD ever produced.

Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers.

£7.99

AMOS vol.2



This is an update to the first AMOS CD - the official library disks upto 638, general Amos PD over 200 disks. Also includes, ready to run, 1600 source files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, Amos and Amos Pro extensions.

£18.99

SOUND WORKSHOP



Over 1 Gigabytes of data on this double C D . Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

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17BIT CD 5



Following on from successful Phase 4 CD-Rom this CD contains hundreds of megabytes of data from 17Bit Software. The 5th disc in this series contains only the very best software including demos, games, utilities, graphics, artwork, disk magazines, music modules and much more.

£18.99

OCTAMED 6 CD



Octamed is the most easy-to-use, powerful and effective music sequencer on the Amiga. This CD version comes with extensive documentation and other extras such as samples, modules, MIDI supplements etc. If you want to get into music...get this!

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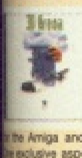
SPECCY 96



Multi-platform CD with emulators for Amiga, Atari ST, Mac and PC. Loads of FAQs (Speccy related), games lists, wallpaper (.BMP) pictures for Windows and (.IFF) for Amiga. Over 100 different Speccy computer screens and loads of tape covers. Stuffed with over 150MB's of Spectrum games for a myriad of computers. sof .Z80 files.

£18.99

3D ARENA



A superb 3D CD that contains many objects for Imagine, Lightwave and Real 3D ...the Amiga and PC computers. ...exclusive aspect for this CD is ...24Bit Club's objects/images for ...ghtwave. You'll only find them on ...! Also attribute files, tutorials, ...

£19.99

LIGHT WORKS



A superb-compilation brought to you by Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. A superb collection.

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GIGA GRAPHICS



Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners. Want a picture of a landscape? What about a animal?

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AMIGA EXPERIENCE



Demo and full versions of Amiga software. Includes full version of Scala v1.13, Imagine v2, Vista Pro v1, The Edge v1.721, X-Copy, Clarissa v1.1 and demo versions including Image FX 2, Interplay, Turbo Calc v3, InfoNEXUS v2.5. All these are ready to run.

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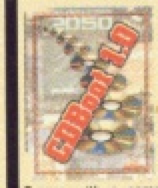
ADULT SENSATIONS 2



This CD is for adults only. New material such as new images, sounds, games, mods etc. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD. We do not condone or supply hard core material

new!! £18.99

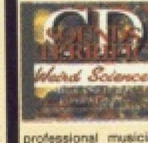
CD BOOT v2



This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game. Comes with a complete English based manual and can run around 98% of CD32 games.

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This CD contains over 1.2 Gigs of sound and music data. It will form part of any professional musicians library or amateurs collection. 4,600 modules, 14,000 samples, 568 Sonix scores, 4500 instruments, 302 octamed modules and more!

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1700 colour files with categories such as Animals, Boats, Buildngs, Cars, Cartoons, Cats, Computers, Dinosaurs, Dogs, Fantasy, Fish, Flags, Inserts, Maps, Medical, Military, Misc, Painting, Photo, Places, Planes, Sci-Fi, Sea, Space, Sport, Star Trek, Swimsuit, Trains, Wars! You asked for a colour clipart CD - here it is! Colour clipart for nearly every occasion.

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active SOFTWARE

PD Scene

public domain

It's dark, it's dank, it's murky and shark infested. Dave Cassidy avoids thinking about his own mind and explores the outpourings of PD authors instead ...

Stereopticon 2
image manipulator



To use this fully, you've got to do a bit of DIY and make up some 3D specs. Then load an image into Stereopticon 2 and be amazed as it brings it to 3D life. The effect is hugely entertaining – animations can be hilarious!

This version is capable of handling high-resolution screens and includes a convertor to make pictures capable of being manipulated and a simple animation script mode. User support is offered with the full version, available from Ernest Ruckle, the author, although an extensive guide is included in the program itself.

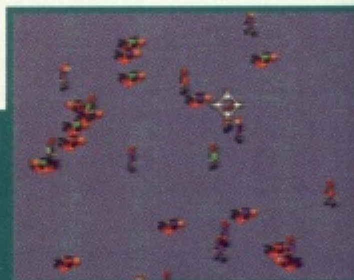
Stereopticon 2 is quite fun to use and, with some perseverance and experimentation, produces some fantastic images.

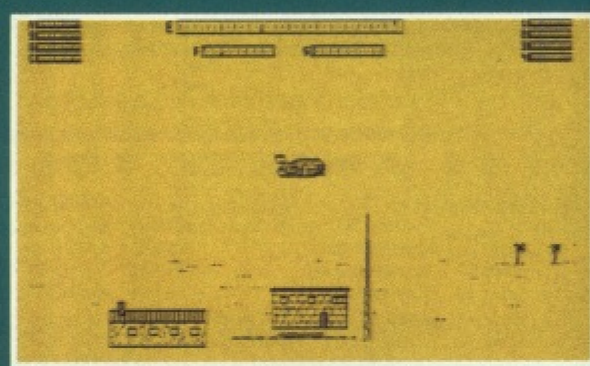
Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. Tel: 01924 366982. Fax: 01924 200943. Disk No.: 4081. Price: £1.00 plus 50p P+P.



93%

ST Games 4
games





Three games are featured on this pack. RSQ is a Choplifter clone in which you fly across a horizontal landscape, shooting aliens and picking up stranded passengers. It's all in monochrome and although the graphics are detailed and there's a neat parallax effect it's not very entertaining. Galax 96 is a simple shoot 'em up with little to say for itself. Geekshoot is a flippant affair in which you simply roam the screen with the mouse blasting little people. Although none of the games are that interesting, they are fun for a short time, just don't expect longevity.

Available from: Saddletramps PD, 1 Lower Mill Close, Goldthorpe, Rotherham, South Yorkshire S63 9BY. Tel/Fax: 01709 888127. E-mail: Phil@ware5d.demon.co.uk. Disk No.: G618. Price: 80p, P+P free.

30%

Sound 5 AGA
disk magazine

Folk music doesn't get much attention on the Amiga but this issue of Sound by Spoon offers ten modules to rectify that. There's not much editorial to intrude on the music, so the tunes are left to speak for themselves and they are very eloquent indeed. Three other modules of an equally high quality are included here as well. The disk is hard drive installable and it multitasks but the modules aren't accessible separately which is a shame. Certainly an interesting disk, of which we'll hopefully see more!

Available from: Hornesoft PD, 23 Stanwell Close, Wincobank, Sheffield, S9 1PZ. Tel/Fax: 0114 296 7825. Price: £1.30 plus 70p P+P. AGA only.

78%

Grasshopper Pack 3
AGA intros



Three small demos are featured, all of which are basically letters to other scene members. Most of what's here is completely irrelevant unless you are actively involved in the Amiga demo scene, although some of the music is nice. One neat feature is that it logs 'votes' for each demo as they are selected, so you can see which are the most popular. Unfortunately this falls down somewhat if everyone gets their copy from the same source.

Available from: Hornesoft PD, 23 Stanwell Close, Wincobank, Sheffield S9 1PZ. Tel/Fax: 0114 296 7825. Price: 65p plus 70p P+P. AGA only.

25 %

Skiddy Things 3
game



The idea here is for two players to race around an ice track, skidding around corners and bumping into things. It's two player only, so you better make sure you have a few friends around to play to with as it's great deal of fun! There are four tracks and variable speeds to choose from, so there's a good variety of tactics you can use to beat your opponent. It's a simple but intriguing game, which will either enthral or annoy – probably a little of both!

Available from: Arrow PD, P.O. Box 7, Dover, Kent CT15 4AP. Price: 99p plus 70p P+P.

72 %

Pitch 'N' Putt
game



Pitch 'N' Putt offers plenty to get your teeth into. One to four players can battle it out in a tournament, or over 18 or 36 holes, as well as a practice option. The controls follow the standard golf system of aiming the shot and then clicking the fire button twice to set the power and hook or slice. The playing area is quite small though and the graphics for the golfers are unrealistically large in comparison. This gripe aside, it plays well and the three course disks can't be sniffed at. However, you might be able to find a commercial golf game at a budget price to match the £8 licenceware fee demanded here.

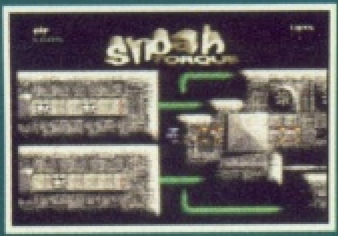
Available from: F1 Licenseware, 31 Wellington Road, Exeter Devon EX2 9DU. Tel: 01392 493580. E-mail: steve@f1lw.demon.co.uk. Disk No.: F1-135. Price: £7.99 including P+P.

77 %

Torque
game



Based on Uridium, this is a horizontal scrolling shoot 'em up of the highest order. Plenty of frenetic action is on offer as you scream back and forth across alien space stations, blasting at anything and everything in sight. However, as with the original Uridium, sometimes it's very difficult to distinguish the harmless parts of the backdrops from the fatal barriers, so you really need to learn each level. Even so, if my memory serves me well the levels use the same layouts as in the original C64 game, so seasoned Uridium players will have a head start.



There's plenty to entertain in Torque, which has fabulous sound effects (I want to get to know the woman who did the breathy speech bits!) and graphics throughout. For mindless destruction, this is the place to look.

Available from: Arrow PD, P.O. Box 7, Dover, Kent CT15 4AP.

91 %

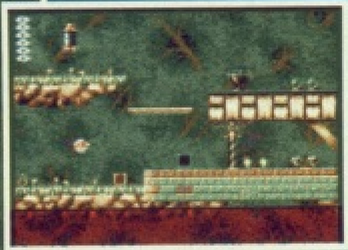
Rotator
game

This is certainly one of the best presented PD games I've seen in a long time. The object is to control a bouncing sphere to collect diamonds and solve puzzles across the platform screens and make it to the exit on each level before the water level rises up to cover you, avoiding traps as you go. Your ball rolls and bounces around, and the screen moves with it, which made me feel a little nauseous after a while. There's a save game option and replay facility. This novel feature enables you to let the computer automatically play through your actions on the level so you can then jump in at any point you wish.

The controls can sometimes be a little sticky, and gaining enough bounce takes a certain nack. But once you become accustomed to these little quirks it's an enjoyable romp, and will last for quite a while.

Available from: Hornesoft PD, 23 Stanwell Close, Wincobank, Sheffield S9 1PZ. Tel/Fax: 0114 296 7825. Price: £3.95 including P+P.





84 %

Disk Magazines

MIDI Craft
issue 9



Amiga musician Bjorn Lynne started the AM/FM diskmag. Now renamed as MIDI Craft under the direction Kevan and Gareth Craft, it's superb. The contents are more general than Total Irrelevance, as MIDI is the main focus, although plenty of room is devoted to Amiga-only music. Features include overviews about MIDI and sequencing, Casio CZ MIDI specs, an FAQ on audio file formats, OctaMED tips, and Music-X help. There are also reviews of 'basement tapes' (reader demos), new CD-ROMs and extras such as Korg X3 program and song data. And you're given two Music-X MIDI files and four GM MIDI files.

Available from: Seasoft, Unit 3, Minster Court, Courtwick Lane, Littlehampton, West Sussex BN17 7RN. Tel: 01903 850378. Fax: 01903 733893. E-mail: seasoft@mag-net.co.uk. Price: £2.50 plus 50p P+P.

94 %

The Final Frontier
issue 9

After a period of absence the Infinite Frontiers team strike back here with three disks filled with loads more essential Star Trek information. There's an interview with Jim Davidson – an avid Trek fan, plus a feature on the launch of ST: Voyager which includes a small interview with Danny John-Jules (Cat from Red Dwarf).

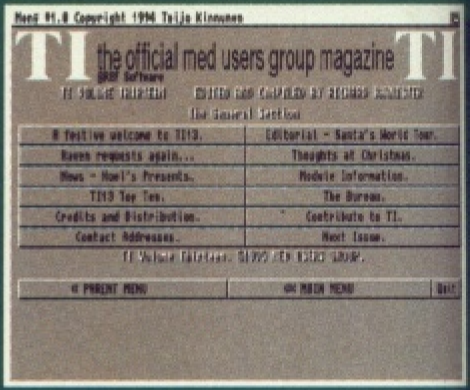
There's also plenty of fiction, artwork by Mark Platts, John Moffat and the unsurpassable Tobias Richter, not to mention reviews and photos of Generations, new books, videos, software, and models. New regular items are character profiles; Riker and Worf are featured this issue with more promised to follow. The articles are well researched and written, with emphasis on fact and fun. This issue is only on three disks which, considering the wait, is a little less than one might expect, and the expanded BBS and art sections mean there's less original work. However, this is probably one of the purest sources for everything Star Trek related and shouldn't be missed.

Available from: Seasoft, Unit 3, Minster Court, Courtwick Lane, Littlehampton, West Sussex BN17 7RN. Tel: 01903 850 378. Fax: 01903 733893. E-mail: seasoft@magnet.co.uk. Price: £4.50 plus 50p P+P.



89 %

Total Irrelevance
issue 13



The MED User Group (MUG) has been offering sterling support for the whole range of Teijo Kinnunen' MED programs. Total Irrelevance is the group's official disk mag. If you read Bjorn Lynnes' AM/FM disk mag, the first thing you'll notice is the same menu system. It's clean, it's quick and it multitasks with Workbench – everything a good menu system should do.

The quality of the writing is extremely high. There are tutorials on OctaMED 4 and 6, trouble shooting, and the first part of a series on 'OctaScripts' which covers the areas of AmigaDOS and ARexx. On a more general front there are features about creativity and OctaMED, and OctaMED on the Internet. There are also reviews of readers' modules, results from the RBF Software music competition (of which our very own Tony Horgan was a judge), news and offers about exciting projects, such as reader disks, and a few modules to keep you amused as you read.

There are only a few irrelevant articles, but they offer a little light relief from the MED intensity! Total Irrelevance is an excellent disk mag, essential reading for any serious MED user.

Available from: Seasoft, Unit 3, Minster Court, Courtwick Lane, Littlehampton, West Sussex BN17 7RN. Tel: 01903 850378. Fax: 01903 733893. E-mail: seasoft@mag-net.co.uk. Price: £2.50 plus 50p P+P. Not A500 compatible.

88 %

BUG
issues 1 & 2



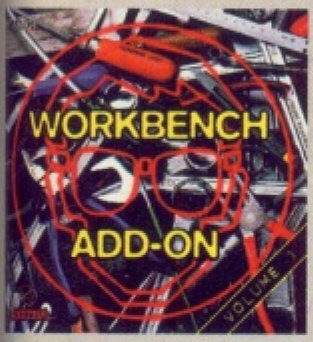


Programming can be painful at times. You can sit for hours pondering over one line which just doesn't seem to want to work. So, in the end you want to punch the computer. Or maybe that's just me. Bug is aimed at Blitz Basic 2 programmers and is designed to alleviate such problems.

The disk contains music modules, IFF samples, graphics and Blitz source code for you to use in your own programs, including the first part of a long-term series which will eventually provide all the pieces to a complete platform game. There are example routines, utilities, special beginners and advanced sections, plus readers' Q and A section. Both issues are along the same lines, although the second has no modules or samples. Bug is recommended to all troubled Blitz Basic 2 coders.

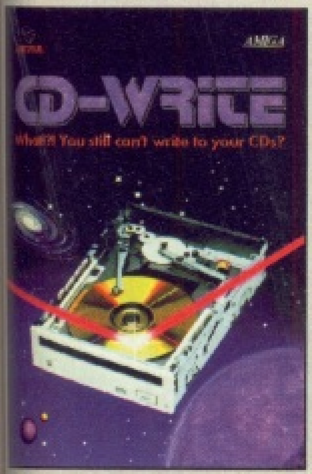
Available from: Seasoft, Unit 3, Minster Court, Courtwick Lane, Littlehampton, West Sussex BN17 7RN. Tel: 01903 850378. Fax: 01903 733893. E-mail: seasoft@mag-net.co.uk. Price: £3.50 each plus 50p P+P.

85 %



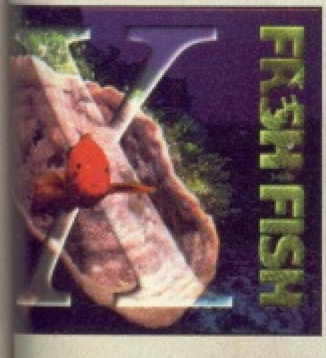
orkbench Add-On Volume 1

bench Add-On CD-ROM is the ideal companion to your ch. On this CD you will not only find the best programs, that able for the Amiga, but you will also get them ready-to-run CD. In addition to this there is an installer script that installs d programs to your harddisk.
overs all areas of interest, all, the programmer, the user, the d the gamer will find what they are looking for. On this here are many shareware programs, some of them at a ice, if you get registered. There is e.g. Shapeshifter for 40.- ead of 50.- DM), in addition to this there is a 50 MB Mac o that you can start playing around with Mac applications ay. Then there is PowerPlayer for 20.- DM (instead of 30.- re are, of course, loads of modules with it, so that you can ght away. AmiWin, the new X11-server for the Amiga is e for $40, instead of $50. You can sa ve more than 100.- this CD. Therefore you only have to send in the appropriate his booklet to the author of the program. £24.95



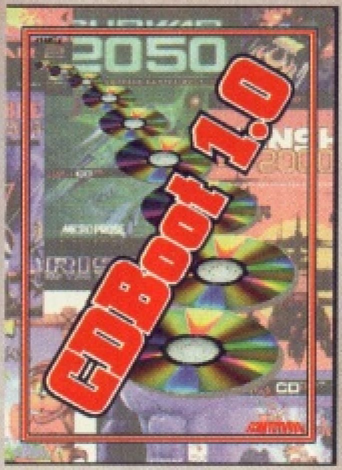
CD-Write

ou still can't write to your CDs? CD-ROMs have long been ed part of Amiga computing. Many users already own a ive, and the number of software packages available on easing steadily. Until now, though, it was not possible to CDs. We have solved this problem with our new revolutio ct: Ralph Babel and Stefan Ossowski's Schatztruhe are resent what can be considered a marvel of technology: nables you to virtually write to CDs with an ordinary CD- m now on, you will be able to write, delete, and mo your CDs. This product will take you into a new era, and able to utilize CD-ROM technology to its fullest. £44.95



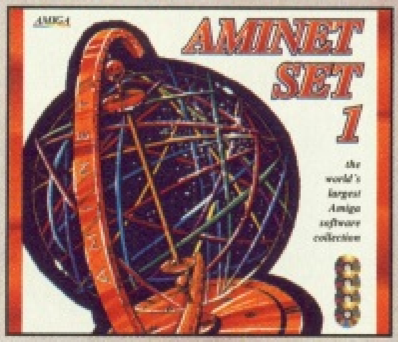
reshFish 10

e CD-ROM-series, produced directly by Fred Fish, provi ion with hundreds of megabytes of the latest freely re software. Published approximately every two months, is a two CD set containing new submissions since the as well as an ever growing selection of tools, libraries, and other useful material that is updated with every



CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



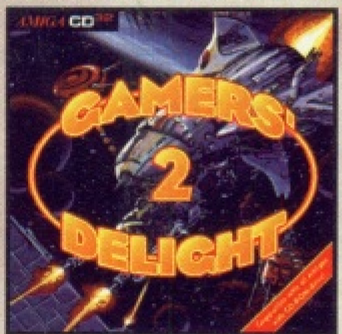
Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



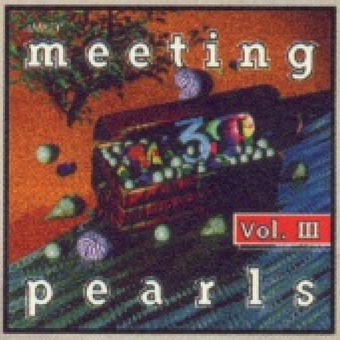
Aminet Set 2

AMINET SET 2, dated November 1995, consists of approximately 4 gigabytes of software in 12.000 archives. Whether you like applications, games, communications or programming, the SET gives you all you need. Easy to use index files and search facilities make accessing it a pleasure. £34.95



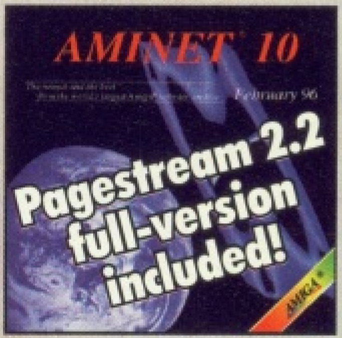
Gamers' Delight II

This CD contains 1070 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. 70 games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive 1 MB free memory and Joystick/Joypad. £24.95



Meeting Pearls Vol. III

The Meeting Pearls Volume III contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 10 MB Packer, Cruncher, Archive Programs · 3 MB CD-ROM Utilities · 21 MB Communication and Network Programs · 5 MB Debugging Tools · 29 MB Development Tools · 13 MB Floppy, Hard Disk ans SCSI Programs · 8 MB Educational Programs · 9 MB Games · 35 MB Graphics Programs · 39 MB Internet Movie Database, Updated Version · 7 MB Midi Tools and Programs · 27 MB Mods · 12 MB Music Programs · 21 MB Pictures · 13 MB AmiTCP and more for Networking · 60 MB Documentation, CD-ROM Databases, etc. · 96 MB PasTeX 1.4 - not previous available on any CD-ROM · 15 MB Utilities · 30 MB HTML-Pages · Collections of datatypes, benchmark programs, icons, programs for amateur radio and electrical/electronic engineering are also included. £9.95



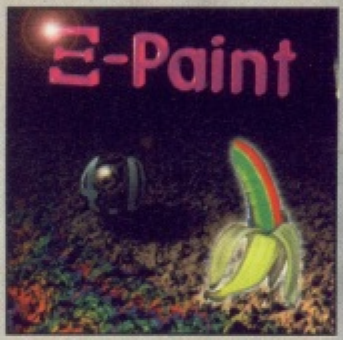
Aminet 10

Still available! £14.95



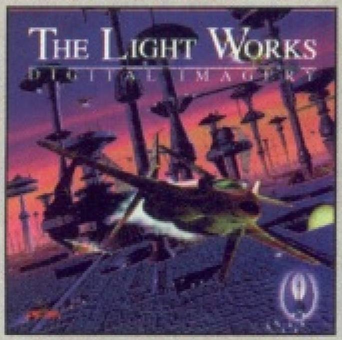
Aminet 11

Aminet CD 11, dated April 1996, consists of approximately 1,1 gigabytes of software in 3700 archives. Since the release of Aminet CD 10 more than 700 MB new software has appeared. The current edition has a special focus on pictures, more than 1000 pictures from the internet were included. User friendly access software makes the Aminet CD 11 a pleasure to use. £14.95



XiPaint V4

XiPaint 4 is the new version of the leading edge, 24-bit paint program. It's suited to the demands of novice and expert alike, and within a short time, you too will be able to produce colourful and creative art in 16.8 million colours. This version of XiPaint features animations as well as easy-to-use raytracing-capabilities.
Overview of Features: · Diverse paint functions including colour, contrast and saturation adjustment · Mask, outline, recolour and fill functions · Airbrush with adjustable spray functions · Light-table function for manipulating montages and animations · Text functions with anti-aliasing using Compugraphic fonts · Support for a variety of graphic formats · Unlimited Undo · Diverse manipulation of alpha channel · Supports many graphic cards · Layers to combine different projects · ARexx port · Drag & Drop colours · External filter module · Extensive documentation · 60 textures, 50 landscapes, 30 other pictures and many fonts included. £49.95



The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremly realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. £29.95



NetNews Offline Vol. 1

NetNews Offline Vol. 1 is the first disk of a new bimonthly published series of Amiga CD-ROMs which contains all Amiga-related newsgroups from the internet. Every volume features about 50.000 articles which contain hot rumours, important information about all aspects of the Amiga, press-releases, discussions and flame wars, ... A newsreader is included. NetNews Offline is the cheap alternative of getting in touch with Usenet. £14.95

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PD Utilities

There always something for everyone when it comes to PD Utilities. Education, interface designers, replacement datatypes, graphics and clip art are this month's utilities under the scrutiny of the careful eye of Tony Horgan.

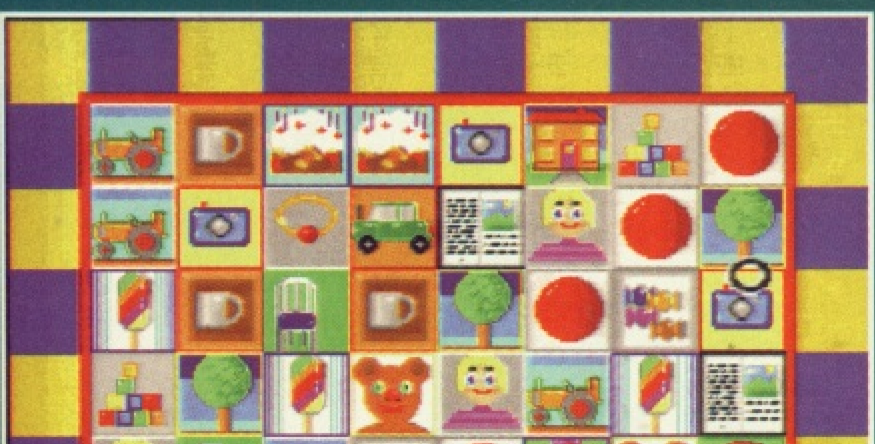
Kid's Disk 8
educational

There's something sneaky about 'educational games' that's always made me very suspicious. Asking your kids if they want to play a game and then sitting them down in front of a maths lesson with pre-1980s graphics is rather like asking your kids if they want a nice milkshake and then giving them some stomach-churning cloudy remedy for worms or something. That's what I think anyway.

Here's comes the 'however' part though: however, if your nippers are easily fooled or actually like these sort of things, Kids Disk 8 should keep them entertained (and educated of course!) for a while. These AMOS creations deal with basic arithmetic, shopping and memory tests. There's also a useless lottery program which tells you to pick the same numbers and last week in order to win nothing (top stuff eh?).

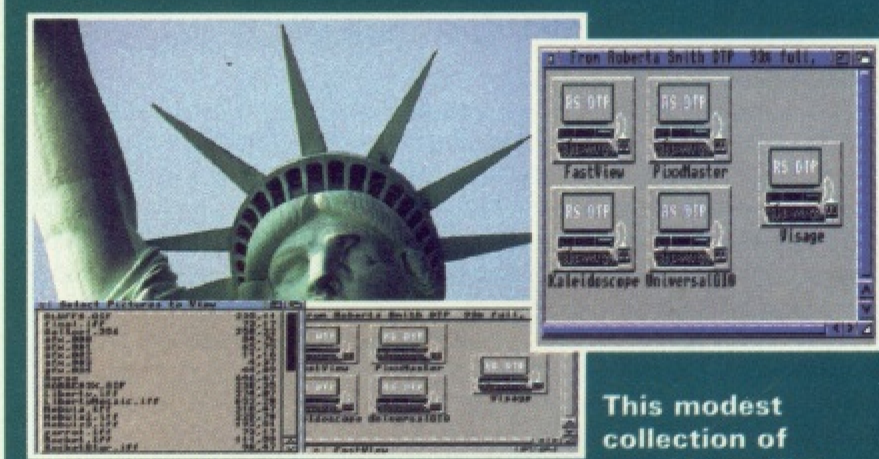


Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 0181 455 1626. Price: 90p plus 50p P+P.



77 %

Picture This Vol 2
graphics tools



This modest collection of graphics utilities and toys may tickle the fancy of the more visually orientated Amiga user. There's nothing much to shout about, but here goes. Fastview 2.0 is a neat little picture viewer with a few particularly attractive features. For one thing it's pretty quick when loading and displaying JPEGs in HAM modes and you can also save out the images as IFFs by pressing 'S' once the picture has been displayed. Next there's PixxMaster which is one of those hopelessly simple paint programs that is so under powered that it really is a bit of a waste of time. Surely anyone who wants to draw pictures has already got a version of DPaint, PPaint or Brilliance, especially since they've been bundled with the Amiga almost since the dawn of time.

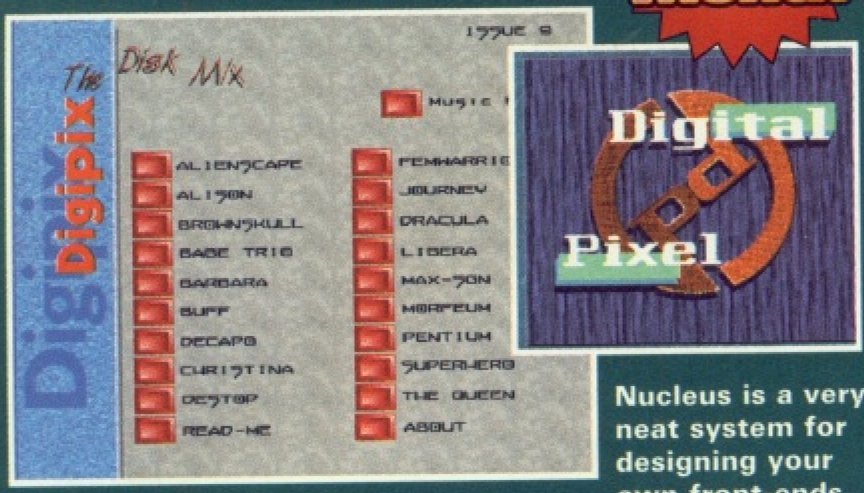
Kaleidoscope is a little program that draws rather unimpressive patterns by loading any file over 25K and then reproducing the data on screen as coloured pixels. Universal GIO is an HHsYUVsq animation saver and universal loader for Photogenics. You'll need a full version of Photogenics to use it (preferably v1.2) not the Lite version that comes with the Amiga bundle. Finally there's Visage 39.1, another good picture viewer.

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70 %

Utility of the Month

Nucleus
interface designer

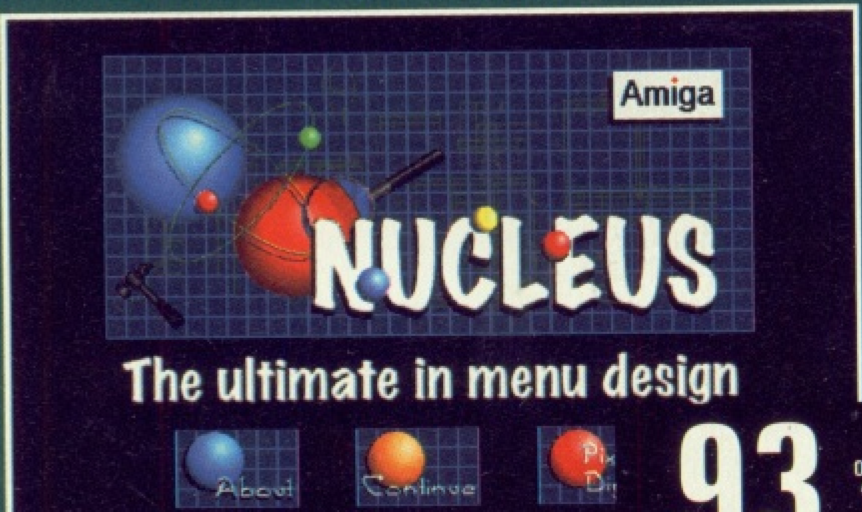


Nucleus is a very neat system for designing your own front-ends. Unlike many other similar systems, Nucleus allows you to build clear and attractive system compliant menu systems within minutes. The registered version comes with a 30 page printed manual, but my first construction was knocked up in half an hour without as much as a sideways glance at the documentation. Making a screen of buttons is simply a matter of dragging out some boxes, marking them up and then selecting their function. If you want a button to launch a program, all you do is select the required program file from your drives using the standard file requester. Alternatively you can enter a command line by hand, specify an ARexx or AmigaDos script, or call one of the internal Nucleus commands. Graphics and pull-down menus are incorporated with no fuss at all.

With a bit of imagination you could use Nucleus in all kinds of different situations, from interactive multimedia authoring (look out, here come the buzzword police!) to disk magazines. It's also very easy to make a simple front end to your own hard drive. Your finished projects can be saved both as Nucleus working files which can be loaded into the editor for alteration and as executable files. These may require some libraries and fonts depending on the programs you have used in the presentation. These are all listed for you in the About requester. The resulting executable files are very small which makes it perfect for use on floppy disks.

There are two versions available: a PD demo version and a registered version which comes with a manual. Anyone actively involved with the release of PD and shareware (and even commercial) software would be a fool not to get hold of a copy.

Available from: Digital Software, Unit 6, Laurel Business Centre, 15 Laurel Road, Kensington, Liverpool L7 0LJ. Tel: 0151 259 4017. Price: £1.00 (PD demo) £8.99 (full version plus manual). Prices include P+P.



93 %

24-Bit Datatypes
replacement datatypes



The Amiga has the excellent datatypes system which can support any type of graphics file (or any other file) if an appropriate datatype is installed. However, when working with image files, this is limited to 256 colours, even if a 24-bit graphics card is present. Ralph Schmidt has come to the rescue with a replacement fore the 'picture'.datatype (responsible for loading and decoding image files) that handles newly invented 24-bit extensions, so that the 24-bit datatype can pass this new information to any application which supports it.

Naturally there are also replacements for the Jpeg and other 24-bit picture types. New picture datatypes such as Cloanto's excellent PNG datatype already supports this extension. The web browsers AWeb and Voyager both support 24-bit datatypes so that when they are open on a 16-24-bit screen, pictures no longer have to fight for pen colours. The results are truly astounding as seen here. Multiview will also display pictures in full 24 bit colour using the replacement datatypes – move over, Cybershow. Hopefully more applications will support the 24-bit extensions so that the 256 colour limit can be disposed of for good. There's no installer so they must be installed hand but the 24-bit datatypes are still essential for web browser users.

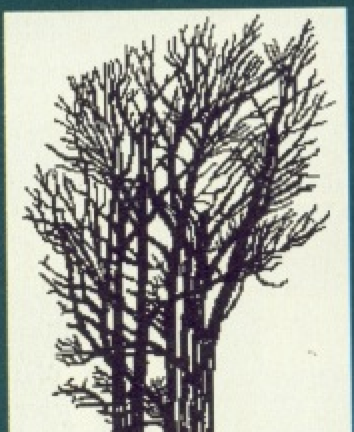
Available from: Your Choice PD, 39 Lambton Road, Chorlton, Manchester M21 0ZJ. Tel: 0161 881 8994 Aminet Path: gfx/board/PictDT43.lha Price: £1.50 + .70p P+P.

89 %

Artworks Clip Art: Trees
clip art



First of all, this is not PD but it fits into this section of the mag better than any other. It's the first of a series of clip art collections from Artworks. The theme of this one is trees and there are around 140 black and white IFF clips included on the single disk which comes in a modified CD case along with a printed index of all the clips. This makes it easy to find the clips you're after and is an example that should be followed by anyone compiling similar disks. You also get an additional booklet with information on how you might use the clips in various applications. Compared to the amount of graphics you get on the average clip art CD, at £7.99 this disk might not sound too attractive, but if it's trees you want, this delivers the goods.

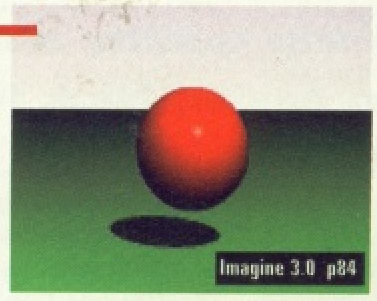


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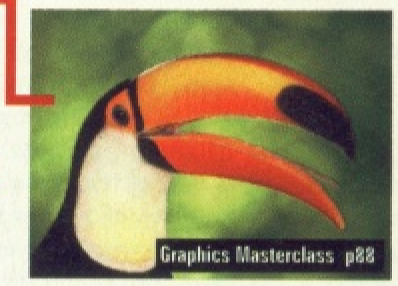
68 %

AMIGA workshop

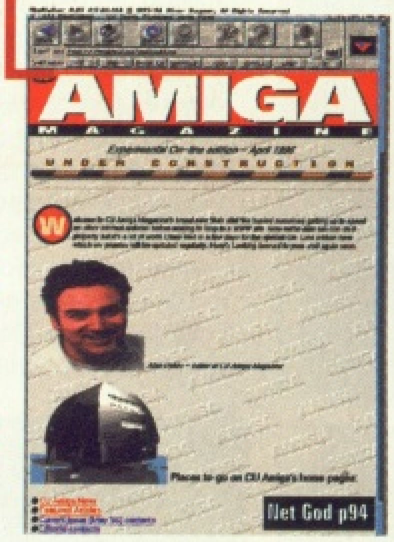




Imagine 3.0 p84



Graphics Masterclass p88



Net God p94

Regulars

At the recent World of Amiga show, some of you informed us that this section is the first one you turn to when you buy CU Amiga Magazine. Well, we won't let you down. As well as the usual superb selection of tutorials there's an interesting points of view section this month. CU Amiga Magazine team members and industry people discuss what they think will happen in light of the VIScorp deal.

Imagine 3.0

PART 5

Producing top quality animations has never been easier. Nick Park better watch out.

Think of the 'Wallace and Gromit' style modelling-clay models: you take a picture, move the models and take another picture. If you play the pictures back consecutively you see movement.This is how Imagine animations work too: you render the image, move the objects and then render another image. The images can then be converted into an Anim file and replayed.

An animation consists of more than one image, played back quickly enough to give the impression of movement. This means that a separate image must be rendered for each frame in the animation.

As we saw last month, the Action Editor is one of Imagine's most powerful editors. The objects you load into the Stage Editor (after creating them in the Detail Editor) are all listed in the Action Editor. A few extra objects appear there too: such as the 'Global Settings' object which was the star of last month's show. Now that we've been introduced to Action, we can start to think about animation properly. An animation occurs when something changes over time. There are several different elements which can be altered:

1. The position of one or more objects
For example, a spaceship can zoom towards the camera whilst a giant planet spins slowly in the background.

2. The position of the camera
Imagine a model of a house, with the camera circling it and then moving up to the front door and entering: it's as though the camera was showing what you see.

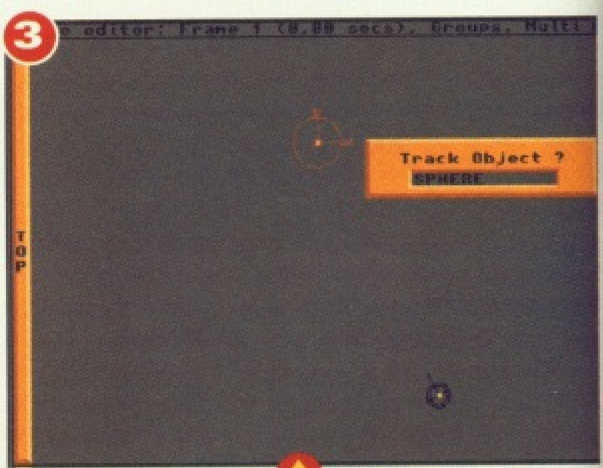
3. The position of the camera and one or more objects
Think of a spectator at a racing circuit. As a car passes, the spectator moves their head to keep the car in the centre of their vision. Not only is the car moving, but the aim of the spectator (camera) is altering also.

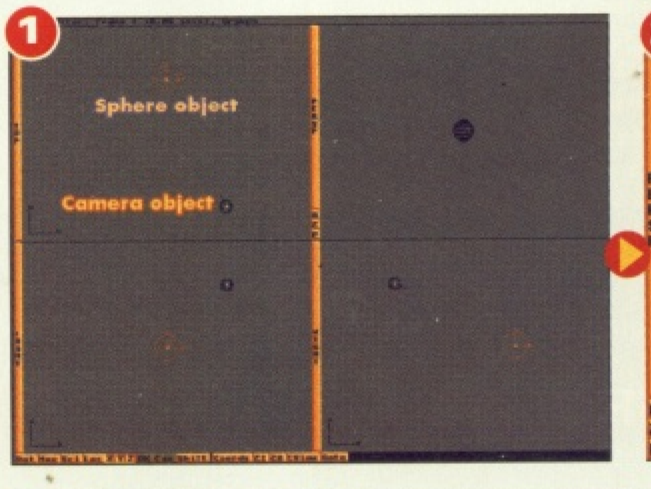
4. An attribute setting
Imagine allows objects to change over time, with changes obvious from one frame to the next. You could alter the shape of an object and force it to 'morph' from one setting to another. Or you could alter the position of a light-source and the colour of the 'sky' to give the impression of the sun setting or rising. Textures too can be animated to produce moving ripples or moving clouds.

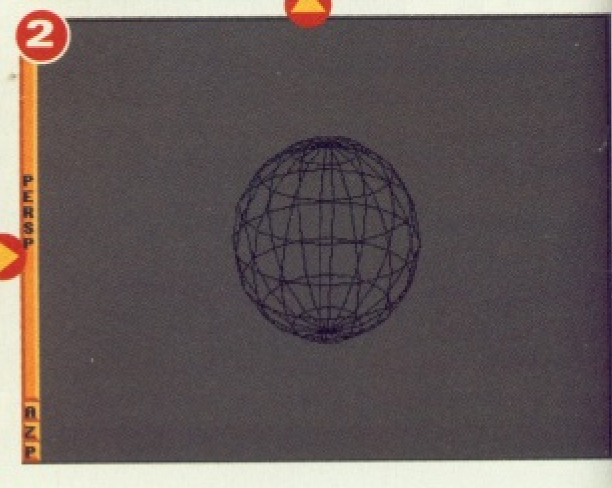
Step 1 Let's start with moving an object from one location to another. Load Imagine and create a simple sphere object in the Detail Editor. Save it and then load it into the Stage Editor. You'll see the camera object is already present.

Step 2 Use the Display pull down menu to make sure the viewpoint 'Camera View' is selected. Now the window in the top right shows what the camera sees. Hopefully the view will be like this, as the camera by default is set up to point at the default position of a loaded object. Try selecting the camera and moving it about, watching what happens in the perspective window.

Step 3 If you get lost, you can always make the camera point to your chosen object. First of all, you'll need to see the name which Imagine is using to refer to the sphere. To do this, press Right-Amiga and F. You should see a list of objects: probably 'camera' and 'sphere'. This is how you can quickly pick one object from many. Click OK. Now you can cause the camera to point to your chosen object. Press Right-Amiga and K. Enter the name of the sphere into the requester and hit return.

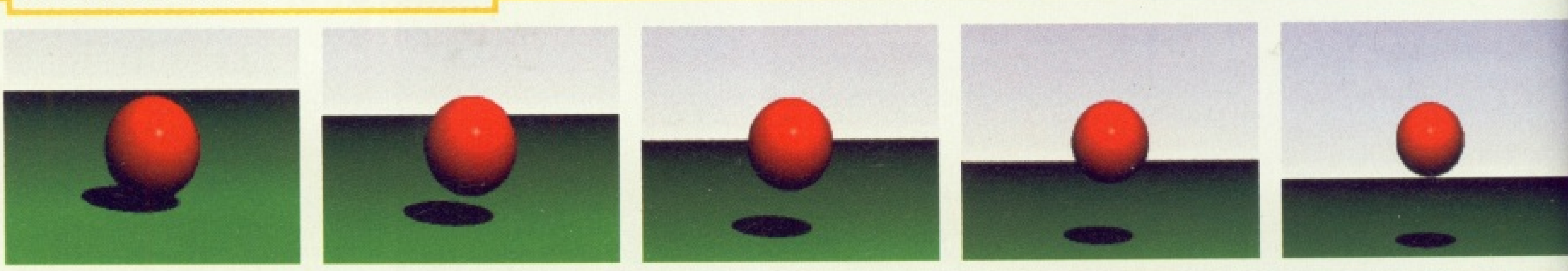
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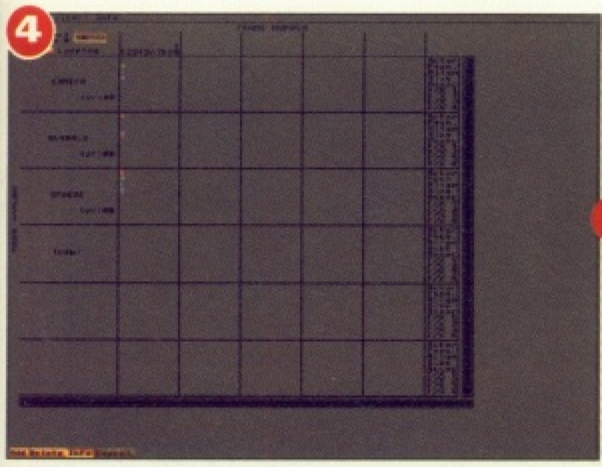
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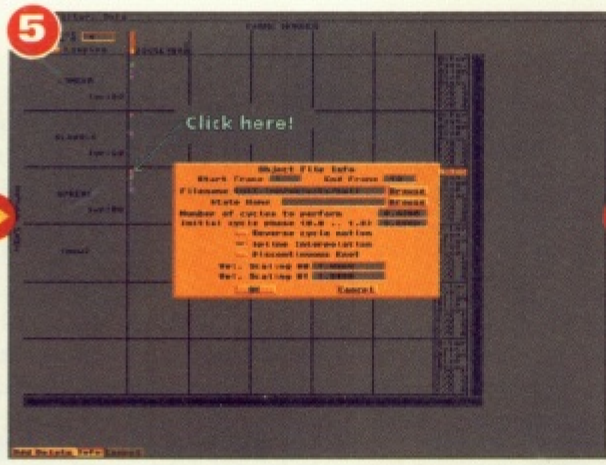
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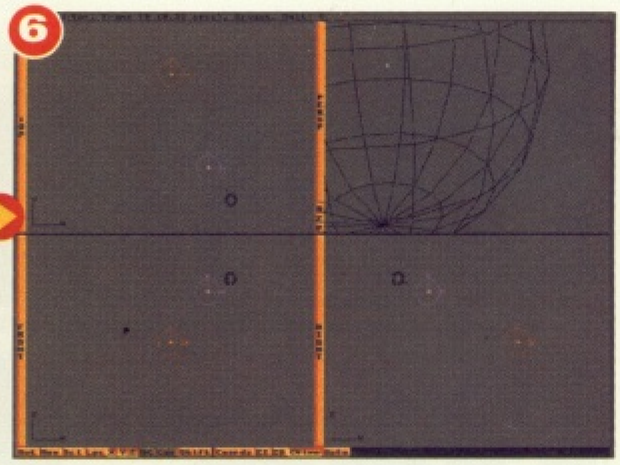
Gotta roll with it

You can render the objects in full colour from the Project Editor in the normal way. Here I've added a green ground object and a blue backdrop for a surreal snooker animation.







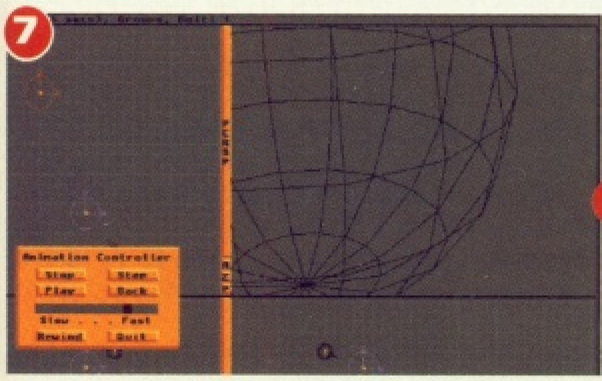


Step 4 Select 'Save Changes' from the Project menu, and then choose the Action editor. You'll see a list of objects down the left hand side, including the camera and the sphere. You'll also notice a number 1 in the top left of the screen. This is the number of frames in the current animation ('Highest frame:'), which by default is one. Click on the number and make it 10. You'll see extra frame numbers appear along the top.

Step 5 So far, as you can see from the coloured bars, all our objects are active only in the first frame. Click on the green blob beside Sphere. This is the Actor bar and it contains various snippets of information regarding the current Actor: namely the name of the Imagine object and in which frames the object is present. Go into the End Frame box and enter '10'. When you select OK you'll see the Actor bar has grown longer.

Step 6 We now have an animation of ten frames to play with, although admittedly not a lot is going on. Select 'Save Changes' from the Project menu and return to the Stage Editor. First difference: you'll be asked which frame to use. Press enter to get the default (1) and the current frame will be drawn. Now move to the last frame by pressing Right-Amiga and C. It should look exactly the same: but now highlight the Sphere object and move it much closer to the camera. Make sure it is still in 'line of sight' of the camera. When you have moved it, click on 'Position Bar' from the pull-down menu called Object. This makes Imagine remember the Sphere's new position.

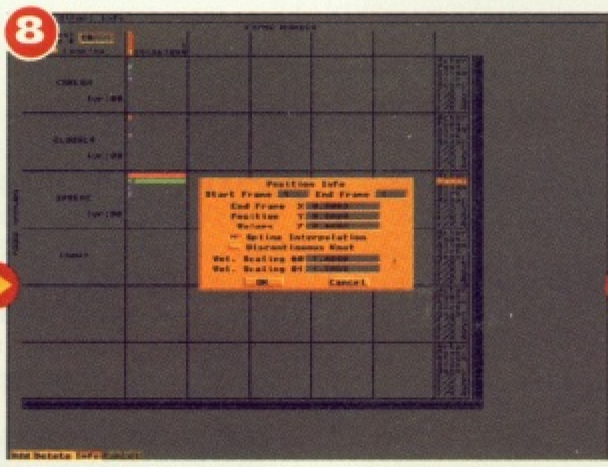
Step 7 Try moving to new frames (Right-Amiga and C) and watching the position of the Sphere. It should move between the start position in frame one, and end position in frame ten. Now we can use the preview animation features to watch it move: use the Animation pull-down menu, and click on 'Make'. Choose the default settings (which mean the starting frame ,1, the end frame, 10, and how many frames to jump, 1). Hit 'Full Objects Only' and watch as your animation is created. From the same menu, select 'Play Once' or 'Play Loop' to watch it move. You can alter the speed with the slider.



Step 8 Let's try something more adventurous. Go to frame 10 as before, but this time move the sphere quite a long way away out of the line of site of the camera. Make sure to use the Object/Position Bar setting and then use 'Save Changes' from the Project menu and go to the Action Editor.

The first thing to notice is the green bar corresponding to the Sphere's position time line. It's in two parts: the first defines the start position (you can select and alter the values by hand if you like), and the second longer bar defines the end position. Because the end position bar is stretched over nine frames, it will take nine frames for the object to move from the start to end positions.

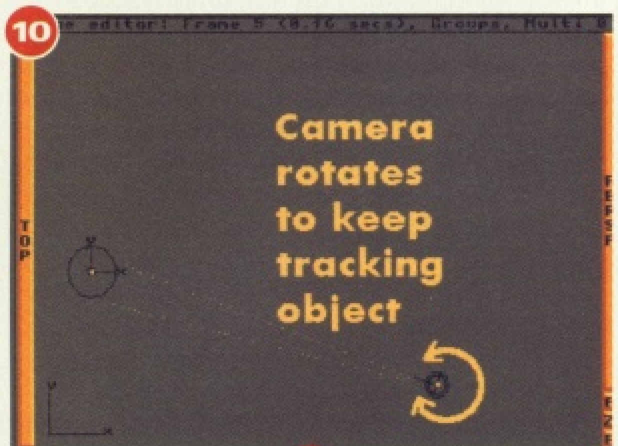
Step 9 Select DELETE from the very bottom of the Action Editor window and click on the Camera's blue 'Align' bar. Now choose ADD from the bottom of the window and click once in the Align bar space under the digit '1' and once more under '10'. You'll get a window asking for one of: Tween Alignment, Align to Path or Track to Object. Select the last and then feed in the object name 'Sphere' when prompted.

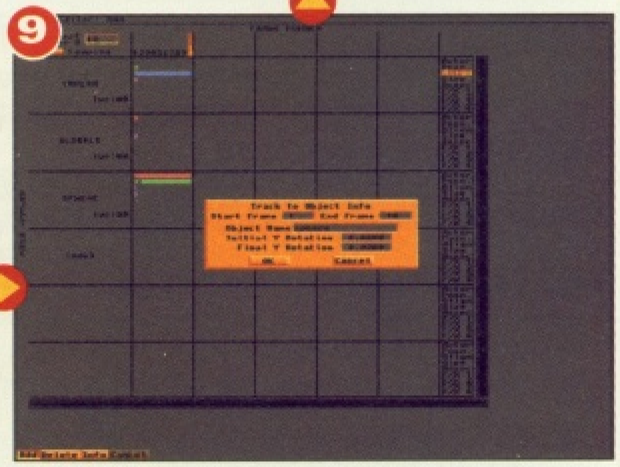


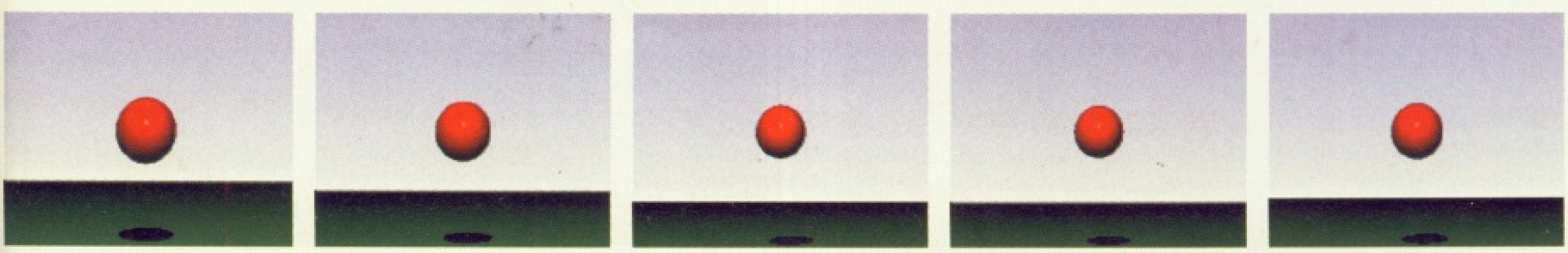
Step 10 Now do a 'Save Changes' and go to the Stage Editor. As you move from frame to frame, you'll see that the camera rotates in order to keep the sphere centred in its view. You have made the camera automatically track the object as it moves through space. It's possible to set up tracking manually for each frame, but this technique is obviously a lot easier to use. You can switch tracking between objects as often as you like throughout an animation.

Next month: more animation tips. ■

John Kennedy





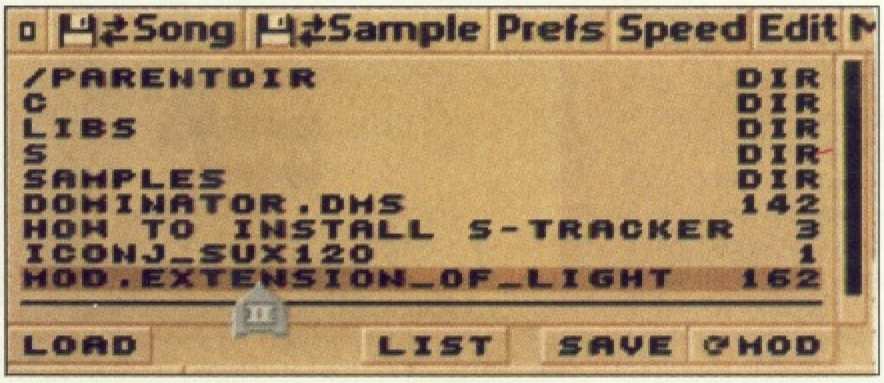


SoundTracker Pro II

Take a guided tour around the main control panels of the deceptively powerful SoundTracker Pro II from last month's cover disk 132.

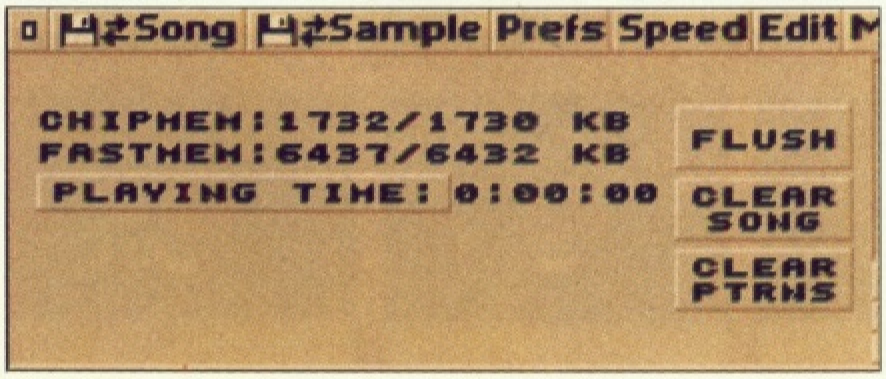
Load Song

This is the part used to load and save songs and is fairly straightforward. If you know the name of the drive that you want to access, enter it on the line marked Dir:. Otherwise you can display a list of all available drives and assigns by pressing the Cursor Up key. To invoke the jukebox mode, multi-select a number of song files and then click Load. Each song will play through once and then the next will load and play automatically. If you want them to play in random order, toggle the Nrml button to read Shfl. The following module formats are supported: Ultimate Soundtracker, ProTracker, NoiseTracker, StarTrekker, MED (MMD0 and MMD1), SoundTracker Pro and SoundTracker Pro II. However, you may find some commands or parameters are ignored, such as fine tune settings in OctaMED Modules.



Miscellaneous

The ChipMem and FastMem readouts display the total and largest free block of each type of RAM. By clicking on the Playing Time button you can calculate the total playing time of the entire song. The Flush button is useful if you are low on memory, it removes any unused patterns from memory. Clear Song deletes the current song from memory, while Clear Patterns removes the patterns but keeps the samples.



Preferences

The Prefs section has two sets of options which can be toggled from the button marked Misc Prefs/Disk Prefs. First we'll take a look at the Misc Prefs. **Workbench:** this will try to open or close the Workbench screen (closing it to save memory). **VU-Meters:** toggles the volume meter displays at the bottom of each track.

Autoplay Module: this will start a song playing as soon as it is loaded. **Autoplay Sample:** this will play each sample upon loading. **Songrun:** when this is not selected, the block will only scroll when you play a single pattern and will remain static when a song is played. **Autoscroll:** with this turned on, touching the edge of the screen will cause it to scroll off entirely, but with this turned on you will have to drag it across to view the new section. Vertical scrolling is only available on NTSC displays.

Sample Detail: selects the amount of definition in the sample editor window (lower detail gives a faster display for slower Amigas). Next there's the Disk Prefs section.

Default Drive: this is the default disk drive the program will scan for files when no path has been specified.

Fastdir Threshold: this is used for avoiding long directory scans each time you load and save. When the threshold is set to anything above zero, a directory list file will be created if it takes longer than the specified time to read the full directory. This directory file will then be used in future to list the contents of that drawer. This is especially useful for anyone using floppy disks.

File Multiselect: decides whether you need to use the Shift key in order to multiselect files.

Position Keys: with this set to Always, pressing a key when the file requester is open will select a filename that starts with the key you pressed. This means you cannot play samples with the keyboard in this mode, so selecting Shift will mean this only happens when you hold Shift and another key.

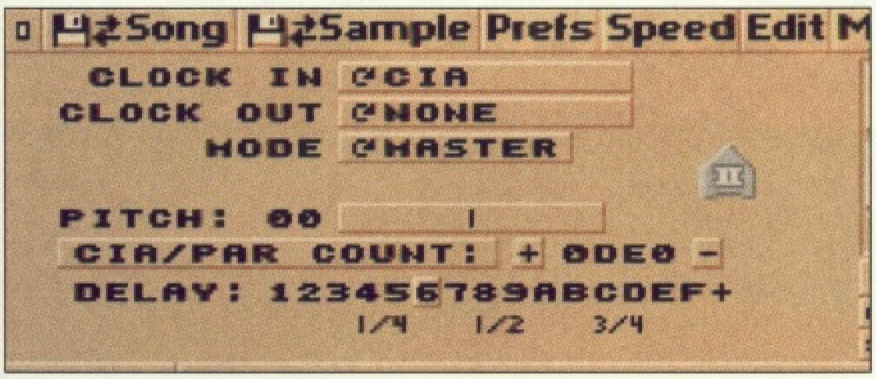
Sign Guessing: gives the program more chance of loading alien sample formats, such as RAW PC formats.



Speed

The first two buttons, clock in, clock out are covered in the on-line help document and are a bit complex. Normally you won't need to use them. The Mode button selects whether the program will act as the 'master' as normal or as a 'slave' controlled by another Amiga.

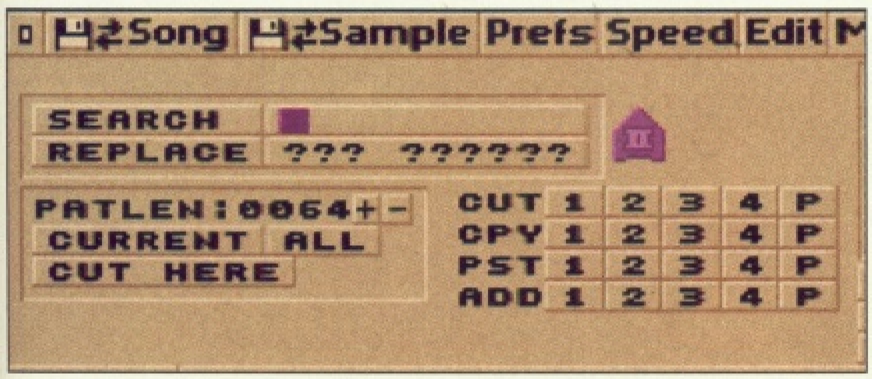
The best way to select a tempo is to click one of the Delay buttons and then alter the CIA.PAR Count to make small adjustments. The Pitch control can be very useful. This alters the relative replay pitch of all samples and also alters the tempo so that even if you are using long drum loop samples, you can alter the pitch and speed of the song as it plays and everything will stay in time. This would be particularly useful if you were mixing modules with vinyl or CDs with a DJ mixing setup. The amount of alteration is +/- 6% from the original pitch.



Edit

This is where you'll find most of the cut and paste functions. Starting from the top left of the panel there's the Search and Replace buttons. These are used to find and optionally alter specific notes from the song sequence. By clicking on the question marks on the Search line you can specify a certain note to search for, while the Replace line is used to enter the note you want to replace it with. You can include command codes too, but these are not essential. When you click on the Search button you will be presented with the first occurrence of that note. If you then click Replace, you will be given a number of choices regarding the replacement (see the on-line help for a full explanation).

The Patlen box displays the length of the current pattern or block in lines. This can be altered with the plus and minus buttons. You can change the length of all the patterns at the same time by first clicking the All button. The Cut Here button removes all lines below the current cursor position. Now we come to the little cluster of buttons on the right. The annotations running down the side represent Cut, Copy, Paste and Add, while the numbered columns correspond to the four tracks. The row of letter Ps refers to the current pattern. So, if you wanted cut track three, you would click on the number three button on the top row. The Add function combines the copy buffer with the selected destination. This will only insert new data into the empty spaces in the destination.

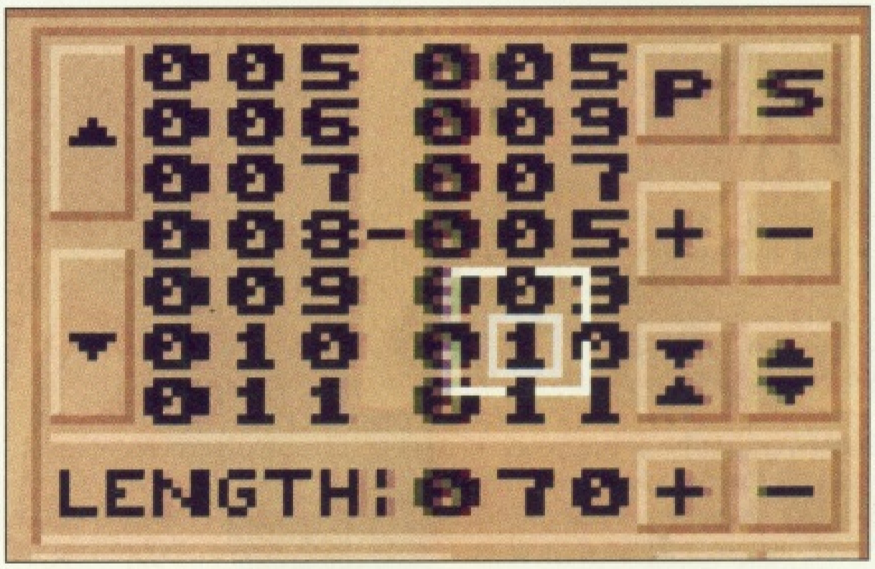


The Playlist

Songs are made in the usual way by sequencing a number of separate patterns. When you want to write a new pattern there's no need to create a new one, just move to the next one using the plus and minus controls just above the volume slider on the left of the screen.

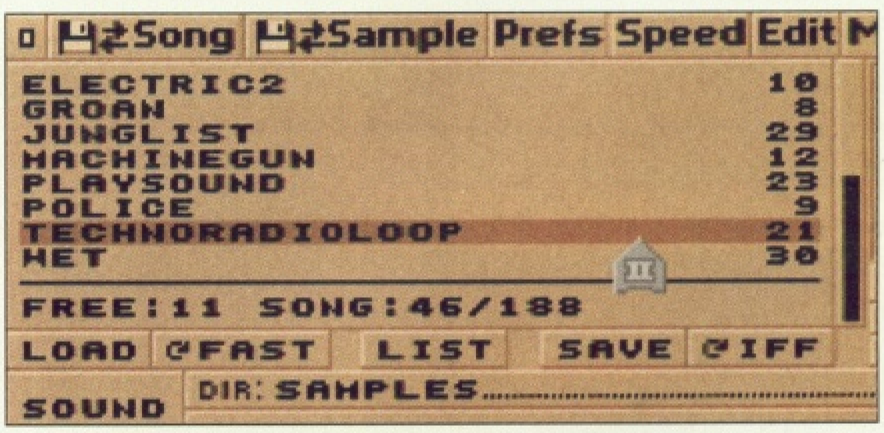
The patterns are sequenced using the play list controls at the top right of the screen. While it may seem that there are 128 patterns in your song before you start, all of these will be empty apart from the first until you make some changes.

The three numbers on the left of the list denote the song position, while the numbers on the right are the patterns assigned to those positions. You can play any pattern at any song position but only one pattern at any one time. To insert a pattern on the list, move the pointer over the right hand list and you'll notice that it changes to a crosshair. Now you can move it over any of the three digits and change it using the left and right mouse buttons. The overall length of the song (the number of song positions) is altered with the Length gadget.



Load Sample

The sample load and save window works in pretty much the same way as the Song window. The Fast/Chip button can be used to load samples in Fast RAM or Chip RAM. Playing samples from Fast RAM leads to a greater strain on the CPU which in extreme cases on slow Amigas could cause problems. However, the advantage of using Fast RAM is that you are not limited by the amount of available Chip RAM. Samples can be saved in IFF or RAW format from here.



Next month

We'll delve deeper next month with a good look at the sample editor. You can also expect plenty of tips for original sound editing techniques. Until then, keep on tracking.

Graphics Masterclass

1





The idea of this exercise is to transform a digitised photograph into a stylised 'pop art' style image. The tools used in this case were Photogenics and DPaint 4 AGA, although you could achieve the same results with other paint and image processing software.

Pop art parrot

1. The original image was taken from the Nothing But Gifs CD-ROM from 17 Bit Software (filename Tropic5.gif). This picture in particular was chosen as a starting point because of its large pronounced areas of fairly solid bright colours. Take a close look and you'll see that there are only five colour groups in the picture: black, white, yellow, orange and green. However, there are hundreds of slightly different shades of each of these colours that make up the subtle shading and highlights.

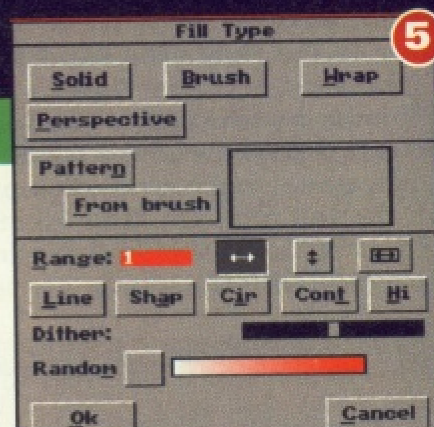
2. We want to isolate each of the main colour areas so that we can work on each separately. The best way to do this is use a Posterise effect, which forces each pixel to become either black, white, red, green, blue, cyan, magenta or yellow. In effect this splits the image into large areas of solid colour.

However, if this process is applied to a digitised image that contains a wide range of colours, the results can be a little messy along the borders of each colour area, especially if the original image has been dithered. In order to avoid this, we first need to apply a Blur or Defocus effect to the whole picture. This will remove isolated pixels and smooth over any jagged edges. This will also gloss over any fine details in the picture, but that doesn't matter in this case.

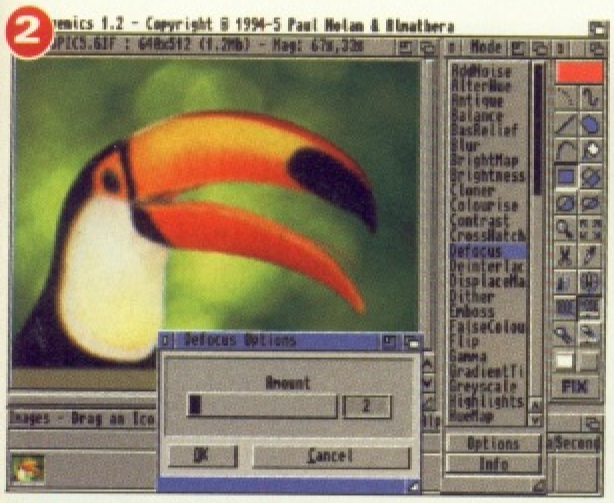
3. Now it's time to use the Posterise effect. Select minimum or '1' if your software gives you an option of how many colour levels you want to use. You'll see that the picture is now simplified into a few large areas of bright colour. We're half way there already.

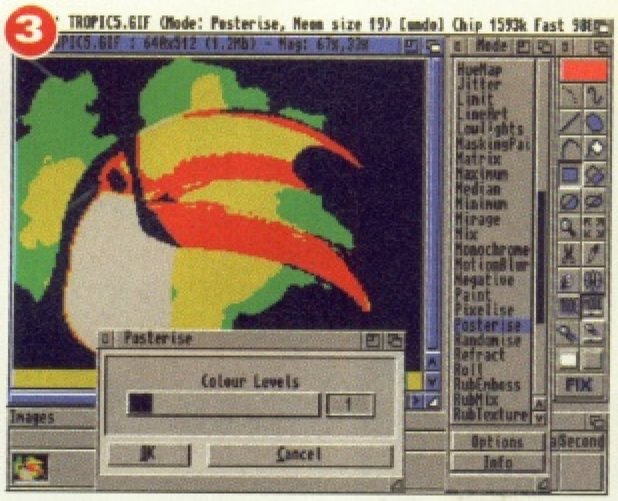
You could stop after the posterise process but it's worth taking this a stage further and adding some graduated colour fills to liven it up. For this you might find a 'register based' paint package is more suitable than an image processing program. DPaint, PPaint and Brilliance are register based paint programs, so called because they use a number of internal registers to form a palette of available colours, rather than giving each pixel its own 24-bit value. It's often quicker and easier to use one of these programs when you don't require full 24-bit colour.

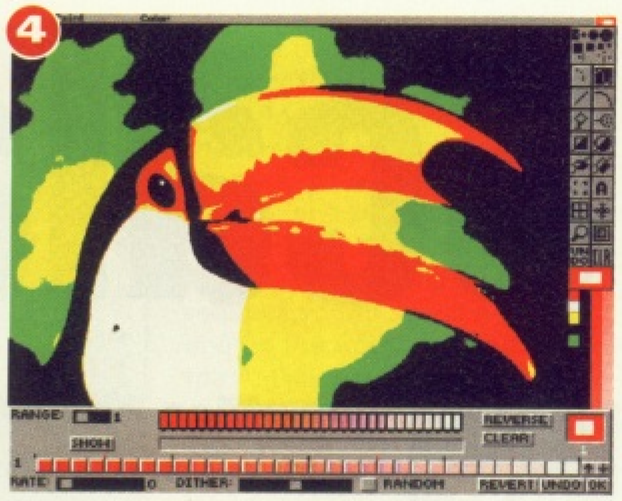
5



4. After saving the posterised image as a 256 colour IFF, it can







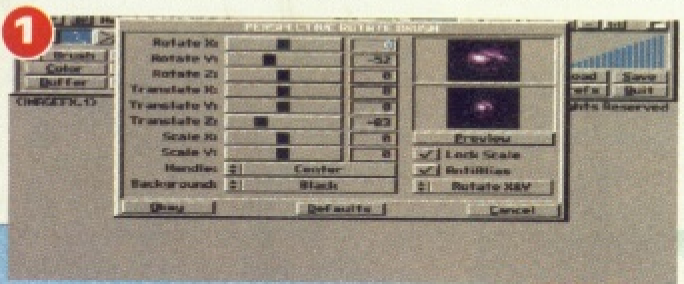
then be loaded into your preferred paint package. Only the first few colours of the palette should be used and you'll find the rest of the palette is made up of black entries. This leaves you around 250 colours with which to make up some nice graduated ranges of colours. Using the RGB sliders and the Spread function, set a number of ranges that fade from the main colours to black, white and into each other if necessary.

5. With your colour ranges all set, move to your Fill options and select a graduated fill with one of the ranges. Bear in mind which type of graduation you want (vertical, horizontal, contoured etc). You can now move around the different parts of the picture and fill them using different ranges of colour.

6. That's it: one rainbow coloured toucan in a pop art stylee.

Worm hole

We all know about worm holes don't we? You know, those little rips in the fabric of the space-time continuum that allow objects to cross the boundaries from one time/reality/dimension to another. Well here you can see what a worm hole actually looks like, complete with all the essential ingredients of a good sci-fi scene: a nebula from outer space, a rocket, loads of lens flare and all of this offset against a landscape from planet earth, just to make all the other bits look even more impressive and supernatural. How was it done? Read on...



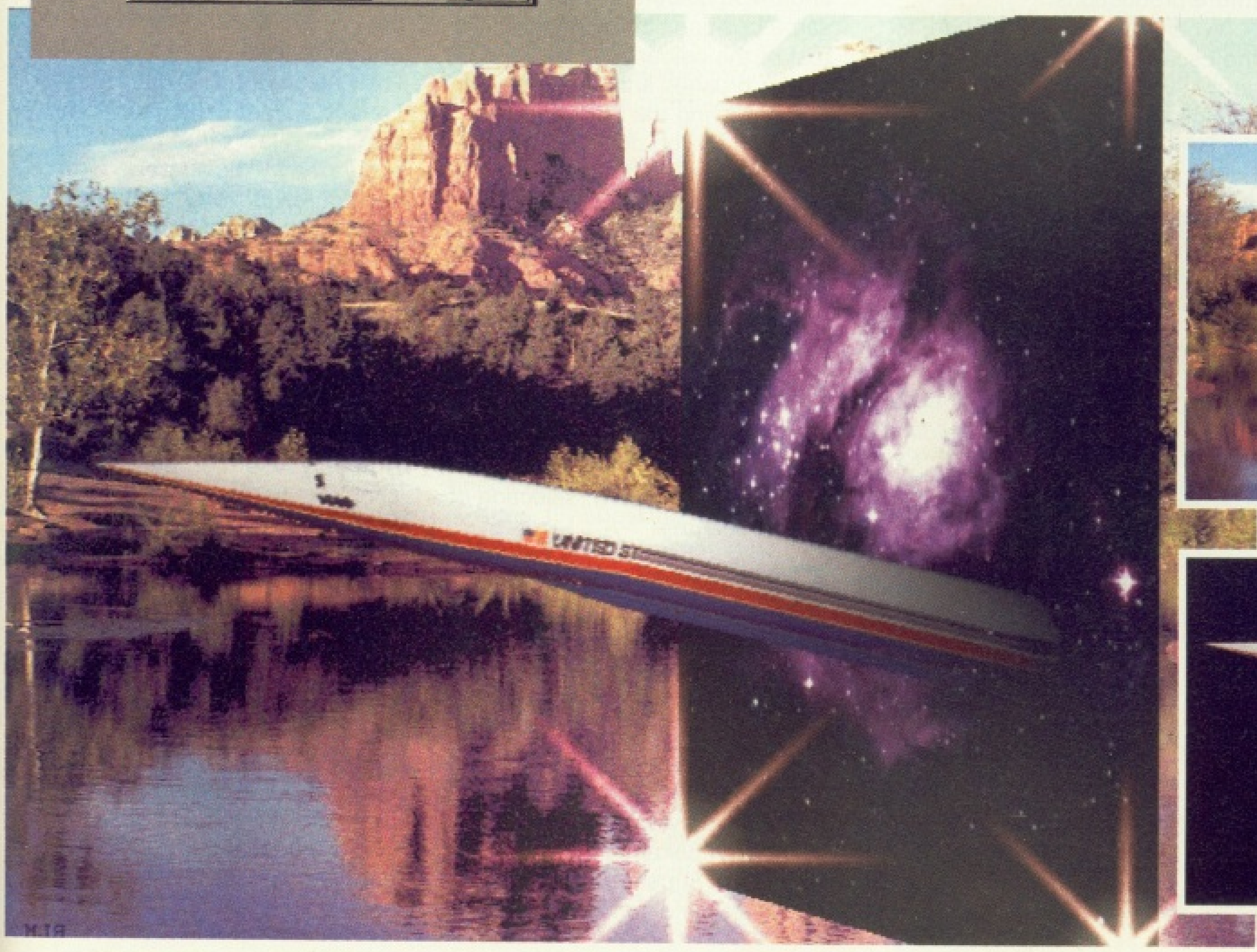
1. First of all you need to pick a suitable image for the 'star gate'. This one was taken from Nothing But Gifs CD (once again!). Using Image FX 2, the whole picture was cut out as a brush, then rotated to one side and then saved to disk. The reason for rotating it as a brush, rather than a full screen image, is that it will keep its shape when pasted down onto the background picture. Otherwise you would end up with a black screen with some distorted stars and you would have to try to cut out the perspective shape by hand.

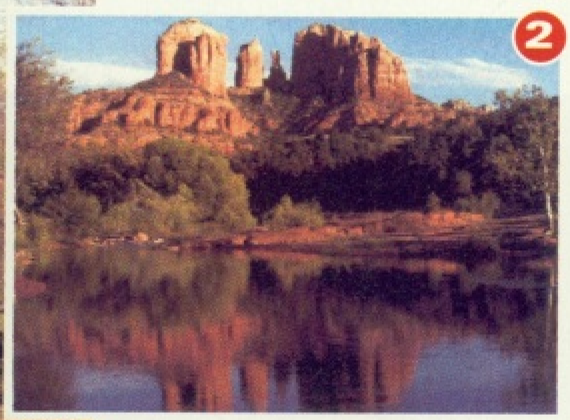
2. Pasting the star gate onto the background picture is a simple task of loading the background and the brush and positioning it wherever seems appropriate. You might want to switch the drawing mode to 'anti-aliased edges' to blend the outline with the background.

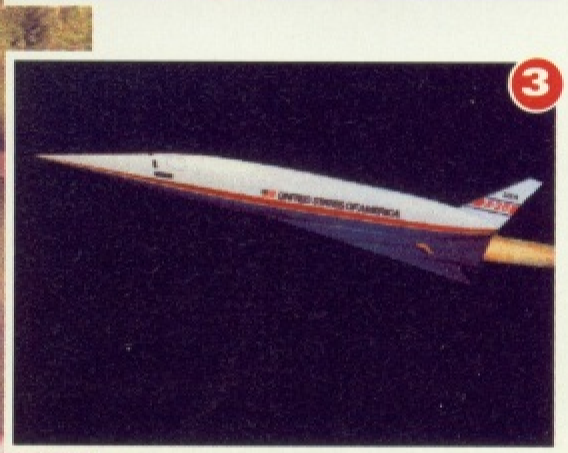
3. The rocket was cut out from a picture taken from the Phase 1 CD from EM Computergraphic. In order to add a sense of speed and also to blend the rocket with the space background, the end of the rocket was chopped off and then our old favourite 'remove feature' option was used to fade out the rocket into a smooth blur. To get the blur to match the angle of the rocket, it was first rotated through -13 degrees to make it horizontal. After the blur was added, the rocket was rotated back to its original angle. The rocket is added to the main picture in the usual way by simply pasting it down as a brush.

4. Finishing touches were added in the form of gratuitous lens flares on the corners of the star gate, and a little anti-aliasing and cleaning up was done on the outline of the rocket, which had broken up slightly during the earlier rotation processes. ■

Tony Horgan







Scala MM300

PART 2

Graphics are an essential part of any presentation, so this month we look at how Scala handles them.

The word 'slideshow' conjures up images of being forced to sit though hours of endless boring shots of your Aunty Beryl's trip to Blackpool in 1978. Cast that thought aside and start creating your own slideshows with Scala.

If you already have Scala running then click on the Scala button in the top left corner to clear the script, otherwise get Scala up and running by clicking on its icon. Click on the New button to bring up the file requester. Now let's create a background. For this slideshow we will load some of the backgrounds supplied with Scala. Select the directory containing your Scala backgrounds (if the program is installed properly this directory can be selected by clicking on the Backgrounds button), and hold the Shift Key down while you select several backgrounds. The requester will tell you how many files you have selected. Click on OK and you will find all your files listed in Scala's main window. Although they initially appear in the order they were selected, you can always change this by dragging them into a different sequence.

To create a variety of wipes between the backgrounds click on the Wipe button for the first page, pick the Next (A>Z) or Random (?) wipe and select the To End button before clicking on OK. Now select a Pause time of a few seconds for the first page, again selecting the To End button.

Hit the Run button and there we have it, a slide show with a range of transitions literally constructed in seconds. It may be a good idea to let it run for a while so that we can see how the different transitions look. No doubt you will pick your favourites to use in future productions.

When you've seen enough, hit the Escape key to stop the show so that we can make a few changes. Double click on one of the Pagenames to take us to the Edit screen.



▲ Select the Next wipe and it will automatically run through all the wipes in order.

Edit Screen

One thing you may notice about the Scala backgrounds is that while they are 16 colour Hi-res, they only actually use five colours and these colours occupy the same positions in the palette. The rest of the colours can be used for text or brushes and changed with out modifying the background itself. While you don't have to follow this convention for backgrounds you design yourself it does have some advantages.

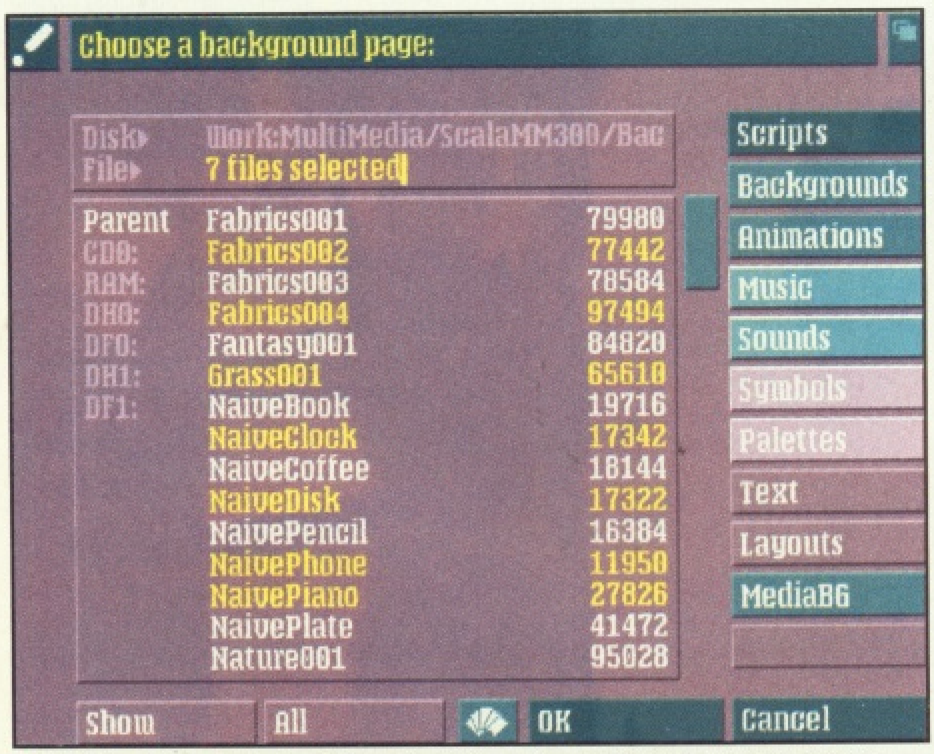
We can see this if we select the Palette button from the edit menu then load one of the many preset palettes that are supplied. If, when you design your own backgrounds, you leave the same colours free for use in text, then it makes it much easier to modify colours and even create your own selection of preset palettes.

Other options

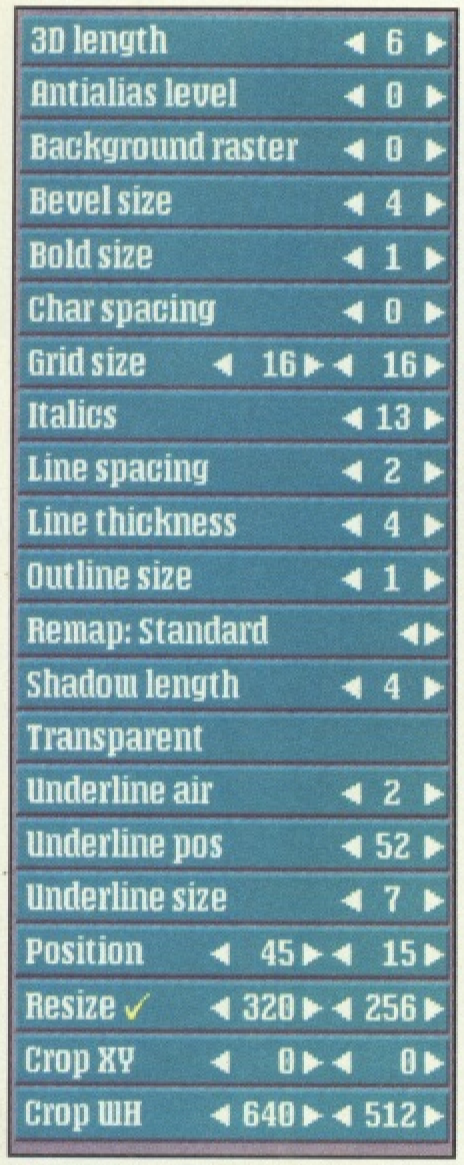
There will be times when a background will not be the ideal resolution or have the right number of colours for your needs. Maybe you want to use a background in video and find that it has not been saved in overscan. Perhaps you want to reduce the number of colours in a background to use the Superimpose wipe. On the other hand you may want to have extra colours available before you import any brushes. Whatever the reason, Scala has its own sort of mini image processor to deal with these problems.

Click on the Load button and a new menu appears giving us the option to load Other background, Other resolution, Brush, Text, or Layout. Select Brush and load one of Scala's other backgrounds. Try picking one with a completely different palette to your existing background. You'll notice that Scala is quite happy to load backgrounds as brushes, bringing them in at around quarter screen size.

While Scala does its best at remapping the colours of the brush to match the palette, it is probably less than perfect. So click on Load once again, but this time select Other resolution. We could at this stage change the resolution, screen size or number of colours used, but as the total number of colours in both images is less than sixteen, sufficient for both images, all we need to do is remap the palette. Click on the arrow on the Remap button until it reads Remap: Standard. Select Optimise palette, and click on OK. Both background and brush will now have their original colours.



▲ Multi-select files by holding the Shift key while clicking on filenames. They will appear in the order of selection.



▲ **A quick rundown of the options in the Layout menu shows how easy it is to fine tune the text and graphics on the page.**

If we try this where a background and brush contain more than the number of colours in our palette, we should select Remap:FloydS instead. This dithers some of the colours so it appears that we have some intermediate shades and an additional number of colours in the palette.

Unfortunately any form of dithering can cause unwanted patterns to appear on some of the brushes. This can be a particular problem if you are recording the output onto video. Fortunately Scala does allow Floyd-Steinberg dithering to be applied to individual brushes.

If you ever encounter the dreaded Out of Memory requester when both changing resolution and number of colours, try changing resolution before altering the number of colours, or vice versa.

We can now add Outline, Shadow and 3D features to our brush. We can also move it by dragging it to a new position on screen, or use the Left, Right and Centre justify. Changing the size of the brush is easily accomplished by using one of the eight resize handles in its bounding box.

However, there is additional



▲ **When loading odd size backgrounds into Scala it always tries to fill the screen, taking no notice of the pixel ratio. If you want to preserve the pixel ratio, load a blank background and import your picture as a brush.**

control over the brush if we select the Layout button.

Layout menu

With the brush selected, slide the bar at the side of the layout options to the bottom, where we will find some gadgets to modify our brush. The Position and Size will obviously allow us to set the exact location and dimension of the brush. But if we want to only use part of the brush we can also crop it by using the Crop XY to set the position of the top left corner of the brush, and Crop WH to set the width and height of the portion we wish to use.

While it won't make any difference to the brush we loaded in, the Layout menu does allow you to select whether the background colour in your brush is transparent or solid. So if at any time you load in a brush, only to find that colour 0 turns out to be solid rather than transparent, check the Transparency button in the Layout menu.

We can also select the method of remapping an individual brush's colours in the Layout menu by selecting None, Standard or Floyd S. Generally speaking, if the brush was saved using the same palette as our background then you should select Remap:None. If the brush's colours exist in the palette, but are in a different position in the palette, select Remap:Standard. And where some of the brush's colours don't exist in the palette, select Remap:Floyd S.

There is a special case though for single colour, or rather single bitplane brushes. There are a selection of these in the Symbols drawer and Scala treats the colouring of these the same as text. Many logos for instance are single colour, so when you create them in a paint program make sure that the program uses no more than two colours. Then when you load the brush into Scala the colour of the logo can be set by selecting the Front colour, the same as you would do for text.

Finer touches

While most buttons on the Palette menu should be self explanatory, the Colour cycling and Antialias may need clarifying. Colour cycling, and the cycling speed, must be set within a paint program as Scala itself cannot set or modify a cycling range. Scala only supports the kind of Colour cycling that you find in Deluxe Paint 3. The single colour register cycling found in later versions of DPaint is not supported. Thus if you use DPaint 4, or over, make sure that the colours used for cycling are in sequence in the palette, or it won't work. Setting the Antialias background colour is much simpler and only requires you to select a colour, and hit the Copy to button before the Antialias to button.

There is a hidden feature in the Palette menu that can be useful at times. Instead of using the sliders to modify the RGB values, you can also click on the RGB numbers and type the values in directly from the keyboard.

Superimpose

Finally, in last month's tutorial we saw how some of the different transitions in Scala worked. Most of the full screen transitions work irrespective of the screen mode and number of colours, but there is one exception – Superimpose. I want to explain a little more about the limits of this transition.

To ensure that the Superimpose creates a smooth transition you must confine the number of colours on the pages you are cross-fading. The limit is worked out by multiplying together the number of colours used in the two screens. This figure must not exceed the total number of true colours that can be displayed on your machine. So for an AGA Amiga, where there are 256 true colours, you can cross-fade between two 16 colour screens. Also a 32 colour screen will cross-fade to an eight colour one (256 colours), but two 32 colour screens won't work (1024 colours). ■

Norman Harris



▲ **Notice that the background picture only uses a few of the colours in the palette, leaving spare colours for use in text and brushes.**

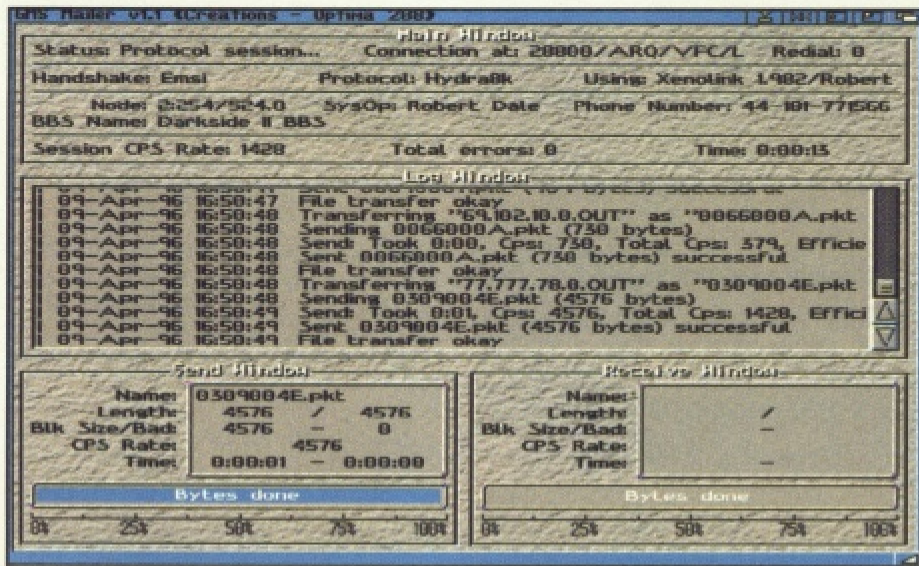
Wired World



PART 11

International chat is all very well but sometimes a bit of local interaction is what is needed. This is where Fidonet comes in.

The trouble with Usenet newsgroups is that they tend to be overrun with content from across the pond. Not that we have anything against our American cousins of course, but much of this chat can be irrelevant to users in the rest of the world. It's handy and homely to have access to some local conferences once in a while. Electronic mail conferences began with Fidonet and this older technology still has some neat advantages over Usenet, making a pleasant contrast to the Internet.



▲ **GMS Mailer in mid session with Darkside BBS. Here the Hydra protocol allows bi-directional transfer.**

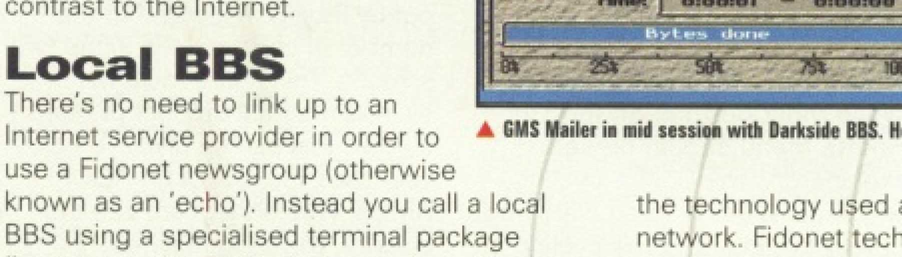
Local BBS

There's no need to link up to an Internet service provider in order to use a Fidonet newsgroup (otherwise known as an 'echo'). Instead you call a local BBS using a specialised terminal package (known as a 'mailer') which automatically downloads all of your selected groups and sends your replies. This approach is also very efficient since your mail is compressed. However, there's some special software to set up and arrangements must be made with your local BBS SysOp. Fidonet echoes are transferred around the world from one BBS to another. That means when you write a message, it will be moved to all the BBSes that didn't have a copy of your mail. Every time a BBS fetches mail from another system it 'tosses' it into its own 'message base' and any new messages bound for echoes which you are subscribed to will be automatically be compressed and added to your waiting mail bundle ready for when you call with your mailer package.

The term Fidonet is used here to describe the technology used and not just the Fidonet network. Fidonet technology, known as 'FTN' is also used by many other networks such as AmigaNet for Amiga specific echoes, Barnet which specialises in free speech and MercuryNet with numerous but less busy echoes. The beauty about the system is that anyone can create their own conference easily, unlike Usenet and it's even possible to create your own network at a push. Because everyone pays to move Fidonet mail around via BBSes, so-called 'off-topic' messages are frowned upon by the Fidonet moderators who ensure the echoes stay free of noise and over quoting.

Your own address

In order to send and receive Fidonet mail you need a Fidonet address. You can make do with the address of your local BBS by using a QWK Mail system but it's better to set yourself up with your own 'point' in Fidonet. A Fidonet address might be 2:254/524.10. The '2' stands for Europe, the '254' means London and the '524' means Darkside BBS. The '.10' means we are point number 10 off this BBS. The so-called 'boss' system or the BBS nearly always has '.0' on the end which means it's a node rather than a point.



▲ **Here we are logged into the Darkside BBS. The SysOp wasn't around for a real-time chat so it's time to leave a message asking him if we can become a Fidonet point from his system.**

The first thing you need to do is call up your chosen BBS using your standard terminal package. You can then chat to the SysOp (the BBS controller) and explain that you would like to have your own Fidonet point off the BBS. You don't need to use an Amiga-specific BBS but if you do, the SysOp may be able to offer some advice on your software if you should need it. However, BBS SysOps are a strange breed and supply the service as a hobby, devoting their machine, copious amounts of expensive hardware and a dedicated phone line for your benefit, so don't take them for granted.

If the SysOp agrees to supply you a point then you'll need to decide on a session password. Write this down along with your new Fidonet address and put it somewhere safe.

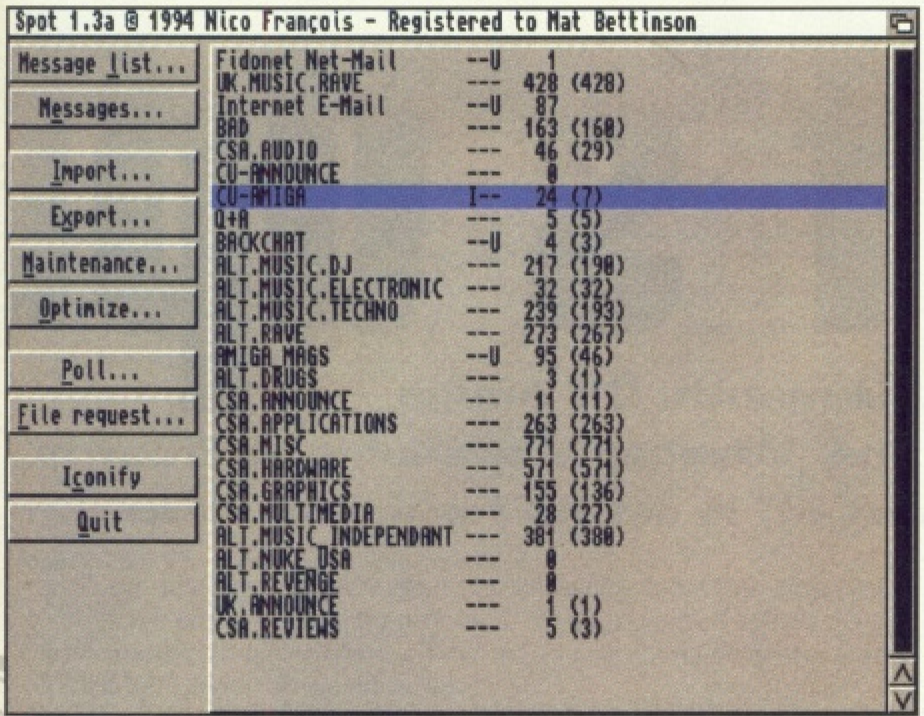
When it comes to setting up the software it's the mailer that can present the most problems. However, much of the settings will not need to be changed and are documented thoroughly in the manual that comes with them. First though, you'll have to decide which mailer program to use. There are three main contenders; Trapdoor, GMS and the new Gotcha. All are shareware and present annoying requesters until a keyfile is paid for. Spot is the most user-friendly Fido point software and this is also restricted in this way. If you find Fidonet to your liking then you can pay the shareware fees to unlock the requesters and added features. You may also like to investigate other software once the basic concepts are familiar.

FTP the software

This software is available from good BBSes and the Aminet. For those with Aminet access the paths are as follows:

```
comm/fido/spot13a.lha
comm/fido/Gotcha12b2.lha
```

If you're looking for the software on a BBS, use the search function on 'spot' and 'gotcha' to find them. You'll need to extract the Spot archive somewhere (preferably a hard drive) and then activate the installer. Make sure you pick



▲ **Spot is one heck of a mail package. Here's the areas list showing which echos we have on the system. The numbers indicate how many messages are present with how many unread in brackets.**

the OS 2.1 drawer and the English icon. The installer will ask where you'd like Mail: assigned to. Make sure you have enough space because this will be the area used to store anything relating to Fidonet mail, including the configuration files and the message base. The Installer will ask where you'd like Spot itself located although you can change this later. It will also copy a number of ARexx Spot scripts to your Rexx: assign, although they are only of use if you register the package.

Now we need to activate Spot so double-click the icon. Spot will detect that it hasn't been configured and ask some key questions. By now you should have sorted out these details with your local BBS. For the purpose of this example we'll assume you've arranged all with the Darkside BBS and your Fidonet point number is 2:254/524.84, which makes Darkside BBS 2:254/524.0. The SysOp has also agreed the password of WOZZLE. Upper case is always used. Spot asks your name, so fill it in. When it asks for the address, enter 2:254/524.84 which is the address in this example. Next just press OK for Fidonet. That's it. Spot should now start with one of those shareware requesters that you'll have to put up with until you register.

Gotcha

There's not much to see at the moment, just two areas – one called NET_ and your address plus one called BAD. As we plug in to echoes, Spot will automatically import them and set up the areas. There's a special method by which we would plug in to echoes but first we need some mail so it's time to set up a mailer. In the past configuring the mailer proved to be a major obstacle to the novice. Recently a new mailer has come along called Gotcha which is so simple a configuration file need not be created at all. Gotcha only needs its libraries copied to Libs: and the executables copied to C:. Now as an example we could enter the following line in the AmigaDOS Shell to launch the mailer: **See Figure 1.**

Normally you'd enter this into your text editor and save it out as a simple AmigaDOS script which you could execute either by setting the script flag or typing Execute <name of text file>. This would be quicker than entering the long line shown above each time.

The 'BOSSNUMBER' part should be replaced by the number of the BSS, the address is your Fidonet address and the password is your nominated password. Upon activating this line by hand or via a script, Gotcha should attempt to dial the BBS and swap mail all by itself! After the annoying requester that is. Ideally, however, these keywords would be saved in a configuration file called Gotcha.config and saved in your Mail: assign. There's an example configuration contained in the Gotcha archive which should point in the right direction as well as comprehensive documentation. Should there be any problems these would be your first port of call.

There's no point calling the BBS right away unless the SysOp has written some private mail which is known as netmail. This differs from echomail because it's just for you and is passed directly to you without anyone else seeing it (except for SysOps along the way if it's from another BBS point). What we need to do is talk to the special 'robot' known as 'AreaFix' that runs on every Fidonet mail system. They're often known by other names but you can bet that it'll respond to AreaFix unless your SysOp tells you otherwise.

Writing a message to AreaFix will be our first lesson in operating Spot. Click on the NET_ area. You'll get a message read screen with nothing there. Click on the Write button. If everything is OK, the text editor Ed should activate with your name at the bottom. If it doesn't, select the Settings menu and General. There's a box for your text editor. Replace 'Ed' with the path and name of your own text editor, leaving the %s.

AMIGA_MAGS

Once in the text editor, write '%HELP' on a single line as the very first line and hit return. Next type '+AMIGA_MAGS' and hit return. Then type three dashes '---' on the next line and hit return. The first line tells the AreaFix to send us a help file, which is useful under the circumstances. The next line asks it to attach us to the AMIGA_MAGS echo where you can talk to the CU Amiga Magazine team. The trio of dashes indicates the end of the exchange with AreaFix. Now save and quit your first Fidonet netmail.

Many editors have a hotkey to save and quit in one go and this would be useful to find now. After exiting, you'll be presented with a GUI box on the Spot screen. This needs filling in so Spot knows where to send the mail to. The From box and the FromAddress box are at the top and already filled in. The next two will need AreaFix and the address of our boss BBS filled in. In this case that would be 2:254/524.0. The subject box must be filled with your password which you know from your conversation with the SysOp. In this case it's WOZZLE.

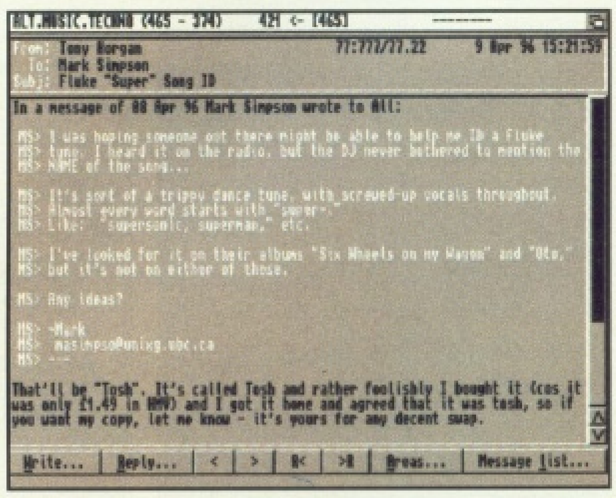
Everything else may be left unchanged and 'OK' can be clicked. Now you will see the netmail when Spot is in reading mode. Click on MessageList in the bottom right. You'll see the netmail listed there as the only mail. The 'E' flag on the left means we haven't 'exported' the mail. When you export, Spot rummages through the message base and finds any new mail you've written, packs it up and ships it off to the Mail:outbound directory where Gotcha can deliver it to the BBS.

So now we can press the 'Areas' button on the top right of the current screen and go back to the list of the echoes. On this screen the 4th button down is labelled 'Export' and it can be clicked on now. Spot should report that it exported the mail just fine.

Quick call

Now we need to activate Gotcha to call our boss BBS. It should happily run off and do this and send up the single netmail so it'll be a quick call. Then give it a couple of minutes and activate Gotcha again. This time the BBS robot AreaFix should have had time to sort out that help file and plug you into the AMIGA_MAGS echo. Don't expect any mail in the Amiga Mags echo right away as you'll have to wait for some to arrive on the BBS first but the next day there'll be some to read as well as any other echoes you choose to plug in. Read the AreaFix help message, find the command for a complete listing of the echoes available on that system and send that to AreaFix. In no time you'll be chatting away merrily to the users of that BBS (make sure you hook into the local chat echo) and beyond. Next month we'll take a more in depth look at the Spot package and show how to set up other FTN networks. Until then, see you in AMIGA_MAGS. ■

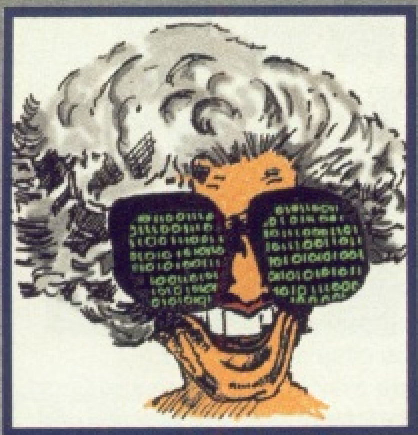
Mat Bettinson



▲ **Here's Tony Horgan taking part in the alt.music.techno Usenet newsgroup via an Internet gateway. Spot's just the job for this also.**

Figure 1

```
Gotcha CONFIG "" BBS "Mat's point" BOSSNUMBER "0181-7716700" ADDRESS "2:254/524.84" PASSWORD "WOZZLE"
```



Net God speaks

How nice computing would be without the PC. On the Net we Amiga users have little choice but to connect to other platforms. Mostly this is a good thing but occasionally one platform imposes certain inferior standards on the rest of us. I refer, in particular, to WWW Browsers which, unfortunately, all need to be as close to NetScape as possible since this is more or less the WWW's official standard. This can cause problems. Our new CU Amiga WWW site is an example of this. We're fans of the PNG graphics standard (designed to replace the less efficient and copyright problem-infested GIF format) and so wanted to use PNGs instead of for all our on-line graphics presentation. This is not a problem for Amiga net users as the Amiga has a link to the PNG datatype. However, using PNGs is a problem for Netscape so we have to drop down to the lowest common denominator. PNG would mean a faster service due to the much smaller file size. Maybe we should drop the pictures to everyone but Amiga users? Email us your opinion.

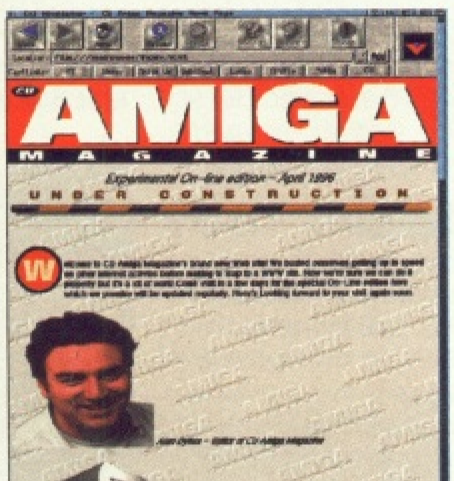
Surf's up!

It's all happening this month. CU Amiga Magazine goes on line, Voyager is available as freeware plus a commune (sort of) is set up for useful ideas.

CU Amiga get WWWed!

Yes at last CU Amiga Magazine is on the WWW! You can find us at the URL http://www.cu-amiga.co.uk. This site was developed on Amigas for Amigas and is growing all the time. It's planned that it will be updated regularly and will feature previous, current and forthcoming issue contents, editorial contacts, competitions, featured articles and hardware and software reviews plus anything else we can think of. Suggestions are welcome!

The pages were developed for a Browser capable of backgrounds and image justification such as IBrowse, Voyager or Mindwalker. Unfortunately this means it looks odd with Browsers that don't support these features such as AWeb. Here's hoping AWeb is updated some time soon. Please note that CU Amiga Magazine now uses another I'net provider and whilst <user>@cu-amiga.demon.co.uk will continue to work, mail will be answered quicker if sent to the new site address which is <user>@cu-amiga.co. uk.



Comments and suggestions for the CU Amiga home pages to webmaster@cu-amiga.co.uk.

Voyager here, IBrowse delayed

Oliver Wager, author of AmIRC and the Amiga Technologies Surfware MindWalker Browser, has released a freeware version of Voyager WWW Browser. To obtain a copy http://www.vapor.com/support/voyager. MindWalker is the name of the AT licensed early version of Voyager. Surfware users have the option to upgrade to the next product, working title of Voyager-TNG.

It was originally expected that Mr Wager would release Voyager as a shareware product but now plans to release Voyager-TNG as shareware later in the year. V-TNG will support tables, frames, progressive image decoding, more NHTML and HTML3 tags in addition to the stable and fast nature of the original Voyager package. A speed increase is also planned. Meanwhile, Stefan Burstroem of the IBrowse development team said that the finished 1.0 version was still some way off. Instead Hi-Soft were selling Surf 'n Web I'net packs at the World Of Amiga show with a Demon Internet specific AmiTCP 3.0 Installer bundled with the IBrowse demo with an upgrade form to entitle the customer to the full version of IBrowse 1.0.

Zeus BBS stuns at WOA

Whilst the Zeus BBS system has been released for some months, the demonstration of the package working had jaws dropping at the World of Amiga show in London.

Of particular interest was the new feature called 'ZAPP'. This system works as a new serial device but when linked up to a Zeus BBS, the user can use both their existing terminal software and, unbelievably, gain TCP/IP access to run a WWW Browser over the serial connection! All the user need do is select the ZAPP device instead of the serial device. The networking filesystem was also being demonstrated by a dial-in users mounting the SysOps CD-ROMs on their own Workbench over the serial link. The applications of this new technology are astounding and we'll keep you up to date with developments on the Zeus front.

Amiga 'Idea Share' WWW site

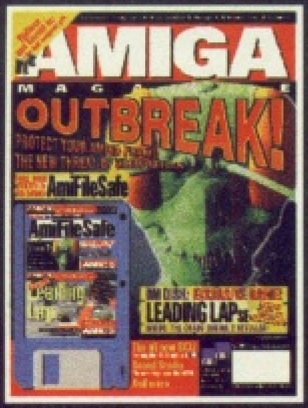
A novel WWW site, 'Amiga Idea Share', has been set up for people with no programming experience but who have a good idea for an application, utility or otherwise.

We received a press release from Robert Ennals who explained that the purpose of the site is that non-programmers can submit their ideas to the site where it will be checked by experienced programmers. Ideas which appear to have good merit will then appear on the site and contacts are made available for programmers to form task groups to act on the ideas. The URL is http://members.aol.com/ennals/ideas.html. Well worth a visit.

Wirenet - First Amiga-only ISP

Wirenet is a new Amiga-only Internet Service Provider which was set up to provide access and support specifically for Amiga users, not as a sideline to other platforms. Access is provided from U-Net, a consistent top performer in Internet Magazine's list of service providers. A comprehensive suite of software is provided including an integrated mail and news package and the latest WWW Browser, though they don't elaborate on which. Wirenet's rates are pitched at a £14 connection fee and a £115 yearly charge for the service inclusive of VAT. For more information, telephone Wirenet Amiga Internet on 01925-791716 or E-mail info@wirenet.u-net.com or browse to http://www.u-net.com/~wirenet/ ■

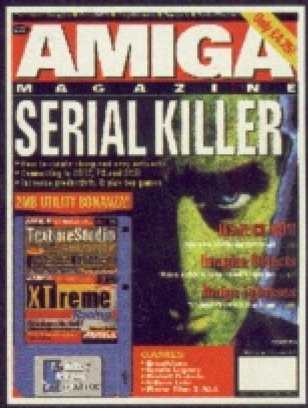
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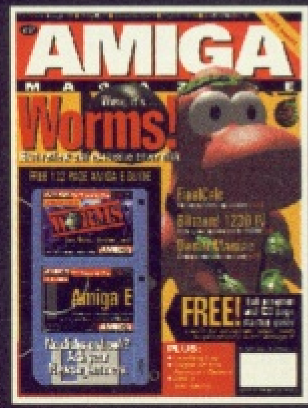
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FAQ

Frequently Asked Questions

FAQ goes public. Anything and everything you ever needed to know about the mysterious world of Public Domain.

Q What does the term 'PD' software mean?

A In the strictest sense of the words, 'Public Domain' software is software that no-one has any special rights over. The author has revoked any claims to copyright, and so anyone can use it for anything. This includes making a profit on it.

Q What's a PD Library?

A A PD library is usually misnamed, unless of course they only deal with totally Public Domain software. A lot of the software they supply will be what is better termed 'freely distributable' software. The authors retain copyright, but allow their work to be given away. Often the authors include rules such as the software must not be sold, other than at an amount necessary to cover duplication and distribution costs.

Most libraries work on the principle of selling a floppy disk for between 50 pence and £1 a disk, although many sell packs of disks with related titles for £5 or more.

Q LicenseWare - what is it exactly?

A It's form of commercial software, whereby a Library agrees to sell your program for a fixed amount and promises to pay a royalty on each copy sold. It's a cheap way of distributing software, although it is only viable if the software is of very high quality.

Q In that case what's Shareware then?

A A Shareware program is one which still belongs to the Author in terms of copyright. It's not quite 'freely distributable' either, as part of the distribution deal, the author says that if you use the program you must fulfil your side of the agreement. For example, you may use a utility for 30 days for free to 'evaluate' it, but after that you must pay a set fee or delete the software. As the author continues to own the software, if you break the terms of the deal you are in the wrong both morally and legally.

However, clever authors will make the deal a little more interesting. If you do decide to pay, they will send you an update to the latest version, or maybe a special software 'key' which can be used to unlock extra features or stop annoying requesters from appearing.

Some authors are a little, shall we say, eccentric. For payment they may demand beer or cookies. Just what can you say to these people?

Q What about software on CD-ROM?

A More and more software compilations are appearing on CD-ROM, and they are understandably popular as for less than £20 you can get over 500 disks worth of software. However, only in very rare circumstances do the CD-ROMs contain shareware software which has been paid for. In other words, you pay your £20 for the CD, but you don't own the software on it. Any shareware still needs to be paid for separately.

The downside is that obviously you need your own CD-ROM drive connected to the Amiga, although if you have access to a PC with a CD-ROM, you can copy the files to floppy. Sometimes there is a problem with filenames (as PC formatted disks can only use filenames like this "XXXXXXXX.XXX") in which case you should use an operating system like Windows95 to read the files, then archive them with a utility such as ZIP, copy them over the Amiga on PC floppy disks, and unZIP them. The long names should be preserved.

Q How do I pay if an author lives overseas?

A Some shareware companies are large, and will accept payment by credit card. However, most are individuals without the resources to accept credit cards. Most will not accept cheques either, as it costs a great deal for them to cash a foreign cheque in their local bank.

If the author is European, it is often possible to send a 'EuroCheck'. Ask at your local bank for details. Sometimes the only way is to post currency. This should be avoided at all costs, because once you place some dollars in an envelope you may never hear of them again. You should check the legality of posting currency to the destination country, and enquire about a 'registered delivery' service. Often if you club together with other users you can share the costs and save yourself a lot of money.

Q Should I make my work Public Domain?

A Making your hard work 'PD' is very altruistic, but you must be aware of the full consequences. If you make it PD you no longer have control over what it is used for. Other people can alter it and call it their own and you won't have any say in the matter. PD software is very useful, and many people write and release utilities in this way. It can be very helpful to find an example of source code which someone has made public domain.

Q How can I protect my copyright?

A If you want to look after your copyright, you need to do several things. First of all, make it clear in the program itself and in the documentation that the program is copyright and the contents may not be changed in any way. Make sure you use the proper copyright symbol, ©, followed by the year and your name. Don't use (C) as this doesn't count. Next, place a copy of the program on a disk and post it to yourself in a sealed envelope which you have posted registered delivery with a date stamped seal over the envelope's flap. This is as good a piece of evidence you'll get if you need to contest ownership.

Q How can I distribute my own software?

A Send it to Libraries, and if it is any good they'll do it for you. The best way is to upload to the Aminet Internet site as thousands of Amiga users will download it within days. You might even consider sending it to CU Amiga Magazine as a cover disk submission. ■

John Kennedy

Masterclass

PART 4

Beautiful people take note: for next to nothing we're about to make Arexx more powerful and alluring. And there's not a drop of Martini in sight.

As it comes 'out of the box', ARexx can look like quite a limiting language, a bit dull even. Unless you make use of other applications, you are stuck with a Shell only text-based program: and this can look very dated and unimpressive. Don't worry, though because this month we'll take a look at some extra goodies which you can add to your system in order to make your ARexx programs considerably more attractive and powerful. These handy items won't cost you anything either, as they are either already present on your system or available for downloading from Aminet or a BBS, or if you must, you can order them from a public domain library.

The goodies take the form of special 'libraries'. The library files live in the LIBS: directory on your Workbench system. The libraries add commands which ARexx will recognise and execute, in exactly the same way as the standard 'built in' commands. If ARexx is installed there already, you'll see two libraries called:

```
rexxsyslib.library
rexxsupport.library
```

The first must be present for ARexx to work at all, as it contains the basic commands. The second is a library of extra commands. Most of these commands won't be needed, but you will occasionally need one or two of them, which is why they are worth mentioning. First though, we need to inform ARexx that the extra library exists and that we would appreciate it if it would check it out when it found any new commands. There are two ways to go about this process.

fig 1

```
/* The REAL Rod Hull tester */
ADDLIB("rexxarplib.library",0,-30,0)
answer= request(25,25," Do like Green Jelly? ",,"Yes","No")
if answer='OKAY' then
request(80,40,"Good for you!",,"I LOVE it!")
else
request(80,40,"You are an imposter!",,"Sorry")
```

▲ Figure 1.

Doing it this way

The first method is to use the ARexx command 'ADDLIB'. ADDLIB works from within the ARexx script itself. To load the RexxSupport library, include ADDLIB as in this short program:

```
/* ADDLIB example */
ADDLIB("rexxsupport.library",0,-30,0)
delay(10*50)
```

If you didn't link in the new library (for example, if you spelt the library name incorrectly, or simply left that line out), you'll have seen an error such as "Command returned 10/15: Function not found".

If you got it right, the script will use DELAY to go into a pause for ten seconds, and then finished. See the box out on page 101 for more details of the other new Rexx Support commands.

Or the other

The second way to incorporate the library commands is to use the 'rxlib' command directly from the Shell, before you run the ARexx script. Here is the command you would enter at the Shell if you wanted to make use of any of the functions which are present in the rexxsupport library.

```
rxlib rexxsupport.library 0 -30 0
```

The numbers which follow the name of the library are for setting priorities and checking version numbers: there is nothing to be gained by altering them.

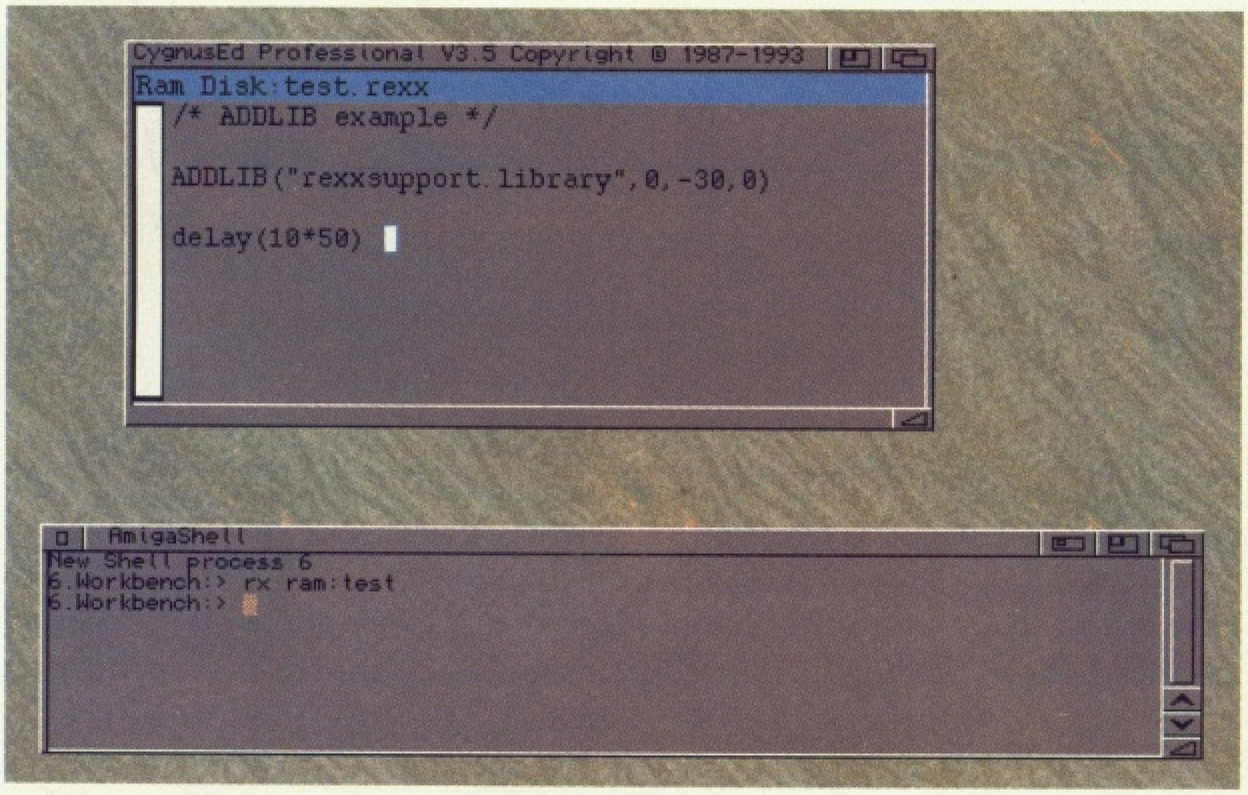
Once you enter this line, the new commands become part of ARexx. So, for example, you could enter the following script and execute it:

```
/* Wait for ten seconds */
DELAY(10*50)
```

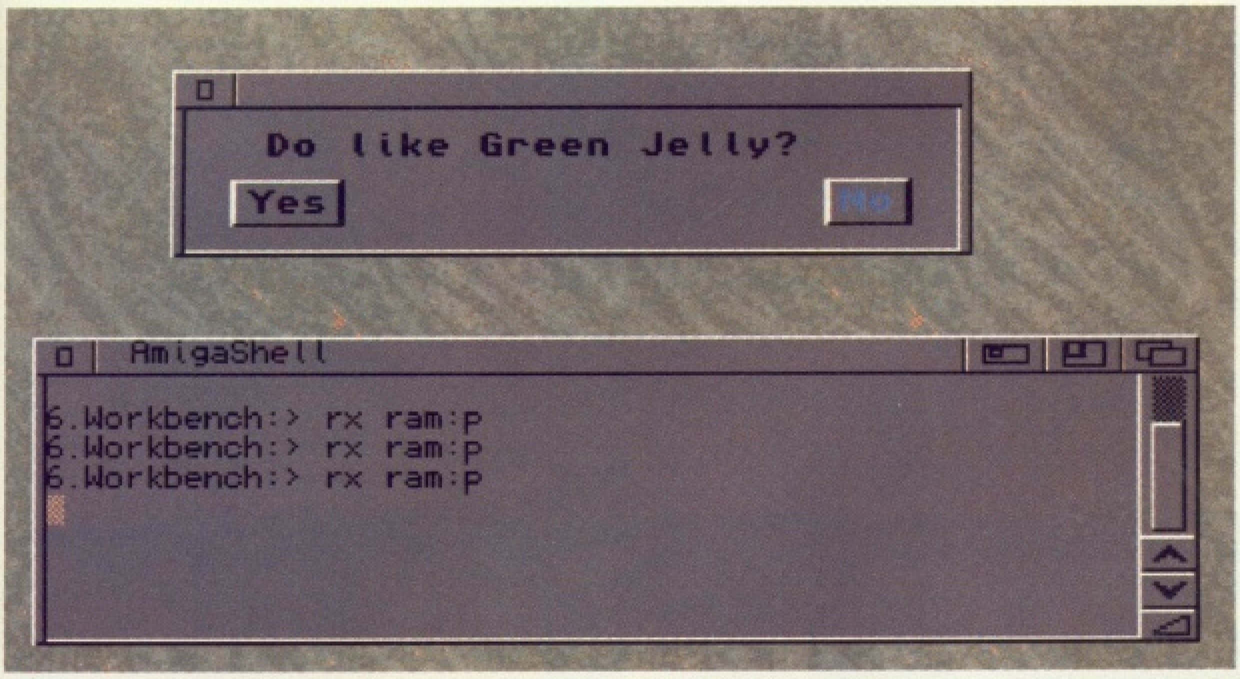
If you find yourself using the new library commands a lot, it might be worthwhile adding the rxlib line to your user-startup sequence. If you are in the habit of sharing scripts, remember though that other users might not have the libraries pre-loaded in this way.

DIY GUI

As you'll have seen, one of the drawbacks of the standard ARexx system is that it is text only. It looks dated and dull and at times is a



▲ Use a text editor such as Ed, GoldEd or CygusEd to enter the ARexx scripts.



▲ If you look through the copious documentation supplied with RexxArpLib you'll see that there are dozens of new commands. These can be used to open Windows, call standard FileRequesters or set up gadgets. Your Arexx Scripts need never be dull again!

pig to use. Who wants to have to enter numbers and filenames from the Shell?

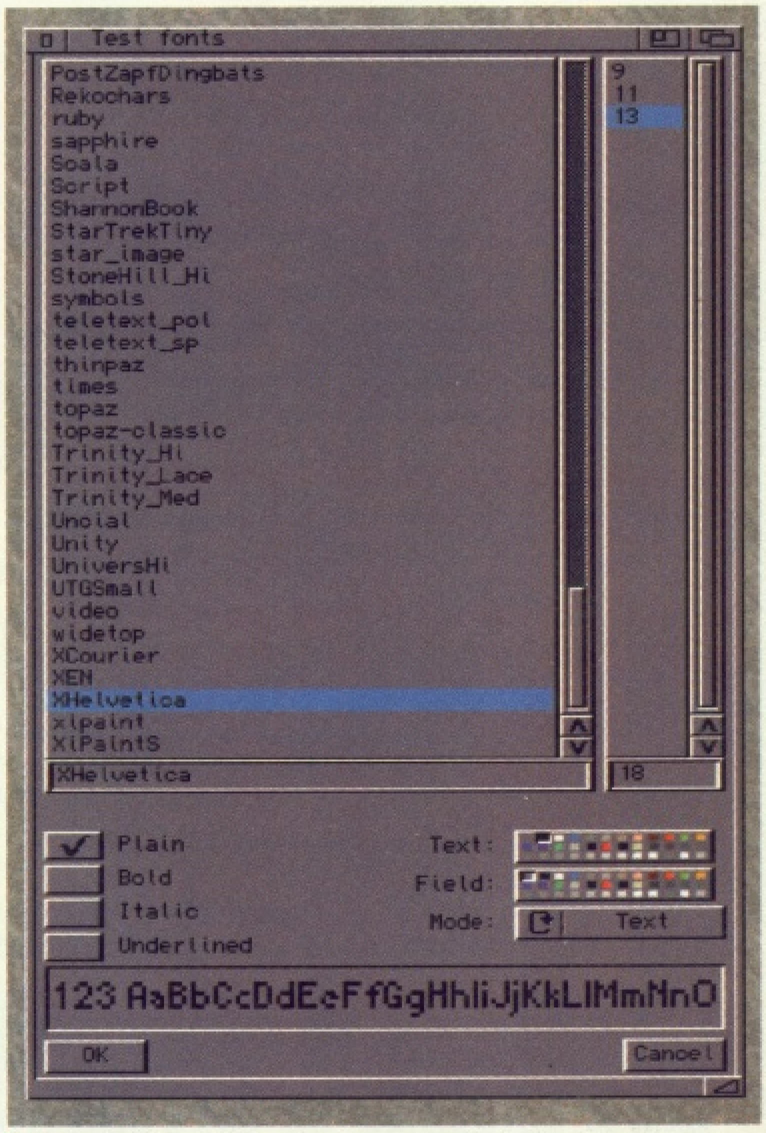
To see how we can expand ARexx to make use of the standard Amiga Intuition system, you'll need to get hold of an archive with the catchy name of "RexxArpLib3_0.lzx". I found it on Disk A of 'Aminet set 2' in the "util/rexx" directory.

As you might expect, 'RexxArpLib' is another support library, although this one adds commands which can control Intuition. To use it, you will need to extract the files and copy the libraries to the LIBS: drawer on your system.

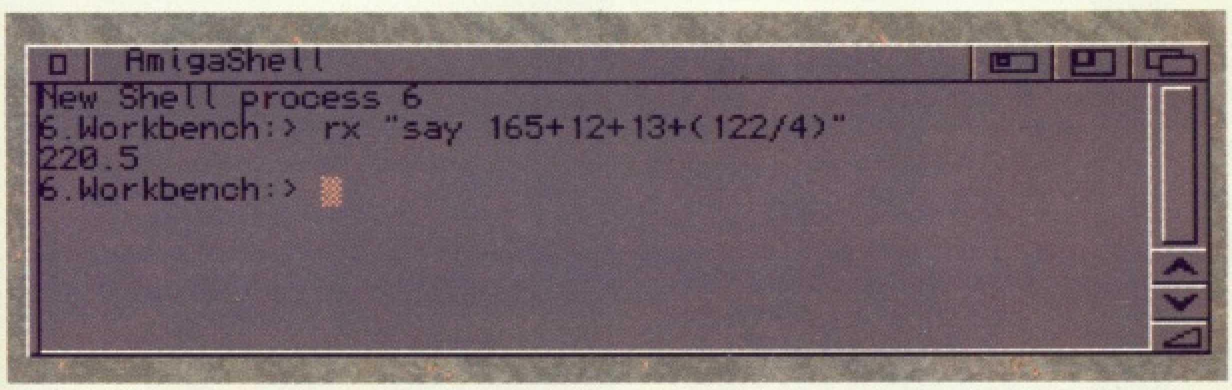
Now, using one of the two techniques for including the library, you can you write some ARexx programs to impress your friends and family. Although, let's face it, few will actually be impressed because they won't have a clue what you are talking about. But it's up to us and you to let them know how handy and brilliant Arexx actually is.

Finally, before we leave, take a look at Figure 1 which is a small program which uses RexxArpLib to open some requesters. Are you impressed yet?■

John Kennedy



▲ The RexxArp library includes routines to open requesters for almost everything — including Fonts and files.



▲ Use Arexx from the shell to save you fumbling for a calculator.

Some of the new functions in the RexxSupport Library

DELAY(n)

Pause the program for n ticks – a tick is 1/50th of a second on PAL Amigas.

Example:

```
Delay(500)  /* Wait 10 seconds */
```

FORBID(), PERMIT()

These commands suspend and reactivate multitasking. You should only really need to use these when you are performing some kind of low-level memory access and it is imperative no other program can interfere.

Example:

```
/* Forbit/Permit */

ADDLIB("rexxsupport.library",0,-30,0)
DELAY(100)
FORBID()
SAY "I have control now."
DO 50000; END
SAY "Back to you, master"
PERMIT()
DELAY(100)

/* end */
```

DELETE(filename)

Erase an AmigaDOS file. Wildcards are not allowed. Returns 0 if deleting the file is not possible.

Example:

```
/* Delete me ! */

ADDLIB("rexxsupport.library",0,-30,0)
plop=delete("ram:test.dat")
if plop=0 then
        say "Sorry, couldn't delete*
that file." (*no return here)

/* end */
```

MAKEDIR(directory name)

Create an AmigaDOS Directory.

Example:

```
MAKEDIR("ram:plop")
```

RENAME (oldname, newname)

Rename a file or directory

Example:

```
RENAME ("old.dat","old.bak")
```

Hot tip for doing sums with Arexx

Sometimes you may need to perform a quick calculation whilst you are seated at your Amiga, and frankly you couldn't be bothered trying to find a pocket calculator or even run a calculator program. Here's how ARexx can be used. All you have to do is open the Shell, and enter something like:

```
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```

or

```
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```

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Q&A

This month our technical twosome flew through your Q&A problems. Are you getting smarter and need less help or are they getting faster? We can't believe it's the latter, so let's see some more challenging letters.



No music conundrums this month? I'll just have to pass the whole lot to Mat then, it's one of the perks of being technical editor.



Hang on, there's something wrong here. I've got all of them to answer! Let's see some ImageFX and OctaMED challenges for Tony next month.

Which scanner?

I would like to attach a flatbed scanner to my Amiga 1200. I have seen several models for the PC, complete with software and SCSI card, for just over £300, £100 less than the cheapest Amiga scanner I have found so far (and even that is a PC conversion). Is it possible to connect the DevCom BlackWidow, Umax S6e or Paragon 600 to the Amiga through a Squirrel interface, and if not, why not?

Also, have the writers of ImageFX produced any more drivers since version 1.5 (your cover disk 108), and if so, how can I get my hands on them?

Andrew Parker, Cheshire.

Yes, in theory you could convert a Black Widow or Umax scanner, but you'd need to figure out how to connect it, then write or obtain the software to drive it. The scanner driver options in Image FX 2.1 (available from Nova Design, tel: 001 804 282 5868) include Epson, FrameGrabber, FrameGrabber256, JX100, ScanJet and VLab.

AGA upgrade

I own a 1.3 A500 with an A590 hard drive and a RAM board with clock. I bought this secondhand but nothing seems to work. Because of this I would like to start afresh with sufficient memory and Workbench 3.1.

I read in your February 95 issue that by upgrading to a 68020 accelerator I could use the A1200 compatible disks. Can you explain please and advise me on how I can upgrade, or what I should do. Do you know if there are any plans to re-introduce the Amiga to this part of the world?

Bobby Thomson, Vancouver.

Simply upgrading the CPU to a 68020 will not make your A500 compatible with A1200 software. There are many other differences between the A500 and A1200, such as the operating system and the AGA chip set. While you can upgrade the operating system there is no way to install the AGA chip set in an A500, so you won't be able to play games that require the AGA chips.

However, upgrading the operating system to 3.1 will allow you to run the latest versions of applications packages. Power Computing tel: 01234 843388 will be able to sort you out, and you could probably do with some extra RAM while you're at it. Even so, the best option may be to buy a new Amiga 1200 with a hard drive as the price difference may not be that great, especially as there are now trade-in offers that will give you a new A1200 for as little as £249.

As for plans for reintroducing the Amiga to Canada, we'll have to wait and see what happens with the Viscorp deal.

A500 CD Drive

I have seen an advert in the March edition of CU Amiga promoting a CD drive for the A500+. I would have to buy a hard drive and some Alpha power thing. This would set me back about £500. Would it be worth that amount of money? A500s are not as popular as they were when they came out. Are they going to be completely wiped out? Would I be just as sensible to buy a PC or A1200 with a CD drive? Your help would be much appreciated.

Johnnie Walker, Berwickshire.

You'll need to spend a little more than £500 if you want a computer that runs current software releases and is equipped with a CD-ROM drive. Your best option would be to get yourself an A1200 (see the previous question's answer) or save up for the new Amiga 'Walker' that will be released in the autumn with a CD drive as standard.

How much?

I have an A500 which I think is brilliant. Although it's old, it is adequate for my needs, though it could run a little faster with more memory. Here are list of my questions.

1. Although my old faithful A500 has a 2Mb expansion board in the trapdoor, could I add more memory with an adapter and another expansion board, or do I have to go external? If so what's my best and cheapest option?

2. Quite a lot of programs need 2Mbs or more of memory to run properly. How do I get round this problem with my machine?

3. I have a disk which is called Introcad. The problem is that when used on my machine it

flickers a lot and I can hardly read the menu bar. Is it my machine or a damaged disk?
4. I have a program called Deluxe Print II but it has a disk fault. I've called Electronic Arts Limited, who were very polite, but couldn't help. Have any other readers got a copy?

Arthur Drinnan, Bolton.

1. You can't put a second RAM expansion in the trapdoor but you can add one to the side expansion port.
2. See answer number one.
3. The flicker is caused by the program running in interlace mode, which is a trick the Amiga uses to display twice as many lines on screen as usual. You may be able to change the screen mode from some options within the software (have a good read through any documentation you have for the program). If there are no options to alter the screen mode there's nothing much you can do about it.

The A500 can have up to 8Mb of RAM fitted into it, so getting more than 2Mb shouldn't present a problem – with less than 2Mb, in answer to your second question, you won't be able to run software needing 2Mb or more.

However it's possible your expansion doesn't support more than 2Mb, unfortunately as you haven't supplied details of which expansion you have we can't say either way.

A do Ron, Rom

I've seen reviews in PC magazines of CD-ROM drives that can not only read CD-ROM discs but create them as well. Are these real, do they work or are they hacks like the CD-Write utility? If so could I connect them to the Amiga and use them to create master CDs containing all my favourite programs?

Alex Dalton, Cardiff.

Yes they do exist and they do work. Writeable CD-ROM drives have been around for some time but it's only with models like the HP SuperStore that they've really become affordable – under £1000. Although we haven't tried it, there shouldn't be anything to stop you attaching the SCSI based SuperStore CD drive to a Squirrel and using it with your Amiga.

The only problem you might have is with the software drivers, but once you get these sorted (maybe HiSoft already have a set) it would just be a question of picking the files you want for the CD and writing them to a disc.

One point however, you'll need a very fast hard drive to use with the SuperStore. A standard Amiga IDE drive probably isn't up to the job.

Seeing red

Can you please tell me why the red colour disappears from the screen at irregular intervals when viewing pictures or typing out scripts in Wordworth or even when just looking at the Workbench screen?

Only red is affected and when it decides to disappear the screen will flicker then it's gone. After maybe a few seconds or even minutes it will reappear as if nothing has happened or it might decide not to appear for several hours. It's annoying especially when using a paint program as obviously I cannot see the finished product. Have you ever experienced this problem before?

J. E. Reeves, Surrey.

So you're seeing red, huh? Or not as the case maybe. The fault almost certainly lies either with the cable from the Amiga to the monitor or a lose connection in the video socket. Sometimes the connection is fine, giving full glorious colour, but at other times the red connection breaks and red element of the picture is lost.

Try replacing the cable, if this doesn't work send your Amiga off for repair.

Apollo solution

I'm writing in reply to Robert Coles' letter, in the February 96's issue of CU Amiga Magazine. He wrote about the difficulty he had with his Apollo 50MHz accelerator card overheating. I own the same card and had the same problem when I purchased it. Although the Apollo is a very good accelerator it tends to get very hot.

A solution I have found to be very effective is to keep it cool using a little fan located over the processor. Of course the trapdoor must be modified and the case will be a little higher. You can find the power supply necessary for the fan (12v) going to the disk drive.

Firmino Sedda, Aosta, Italy.

PD distribution.

I've used the Amiga for four years now and all through the buy-out I still believed in the Amiga. To show my loyalty to it I've decided to make it pay for itself. I now want to start a PD company and need two questions answered.
1. Do I have to ask the authors permission before including their titles in my own catalogue, or can I just add them at will?
2. Do I need some kind of license to sell PD?

Also the other month I bought a CD32 to use as a CD-ROM for my A1200. I then went down to Menzies to buy a CD32 magazine, but I couldn't find any. Do they exist? Why don't you run a CD-ROM special every so often like you did in November 1995? What's the future of the CD32?

David Cwmbran, Wales.

Public Domain software can be distributed by anyone, the only requirement is that distributors only charge a small fee for their services - ideally to cover their administration costs. How much this fee is depends upon you, but charging more than a couple of pounds will be looked upon dimly by other distributors and the developers.

You should however always check the documents and 'ReadMe' files of PD and shareware programs for other restrictions the author may set. Other than this there are no limitations and no license required.

As for CD32 magazines, you're reading the best one now. CU Amiga Magazine has always had the best CD-ROM and CD32 coverage as you have probably recently found out, the CD on the April 96 issue of the magazine was CD32 compatible.

There are more CD issues of CU Amiga Magazine planned. Watch this space for more details.

ProCalc slip

I've got your excellent cover disk ProCalc and use it to run a small business (if your car needs fixing give me a call!). Alas, however I've hit a problem. My main worksheet has a macro which tots up the value of the parts I've got in my garage. The problem is that it never loads with the spreadsheet, instead I have to open it afterwards. Is there a way around this? Surely, there must be a solution.

Barry Annadale, Putney.

We covered exactly this problem in our September 95 issue ProCalc tutorial. As you point out ProCalc macros aren't loaded with the spreadsheet automatically. Instead what you need to do is create the macro you want, then load the relevant spreadsheet. Now click on the Auto/Macro File option under the Macros menu. Next click on the macro name, followed by the Continue button before finally saving the spreadsheet in the normal way. Hey presto! Next time you load the sheet the macro will load as well!

620 or A1200?

Should I upgrade my 2Mb A600 HD with an Apollo 620 or invest in a new A1200? Also are you interested in a Shoot 'em Up Construction Kit game I have written for your next CD-ROM edition?

Robert Hall, Newcastle.

The A1200 route will give you AGA compatibility which is the deciding factor in our opinion. Yes, we're interested in all reader contributions for the next CD-ROM so feel free to send us anything you have. ■

Send your Q&A problems to...

You can send your technical problems [or answers – Ed] to CU Amiga by the following means:
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Points of view

Showing off

By Alan Dykes

If you've read the show report this issue you'll have discovered how popular World Of Amiga was. If you were there you might remember just how packed it was. OK, in global show terms it was little more than a bunch of hyped-up market stalls, but when everyone is writing off the Amiga and when its parent company Escom is in financial difficulty it represented a pretty big splash in the ocean.

Some people complained that there wasn't much in the way of new stuff on display but I have two answers for them. Firstly, that assertion is rubbish: what about the Squirrel MPEG, the Walker, HiQ's Siamese Twin, the new tower systems from Micronik and the Q-Drive? And that's just hardware. The Killing Grounds was displayed in two player mode on our stand, making its first public appearance and Capital Punishment was displayed to much interest on the stand of a rival (if somewhat inferior) magazine. Secondly, and perhaps more importantly, World Of Amiga was THE place for bargains. You could get a 1Gb hard drive for under £200, complete with fitting kit. You could pick up 4Mb RAM for £50 and disk drives, cables, spares and repairs were going for a song. The old Commodore shows were markets, the last World Of Amiga was a market and the vast majority of people were happy with this one.

"John Smith brought the Bensheim Boy and VIScorp around the show smiling like a Cheshire cat. This is Britain. This is his market."

Except for those that did not go. And this merry band of people can be broken into three groups. You, the reader are part of the first; if all of CU Amiga Magazine's readers had turned up they would have had to call out the Territorial Army, cancel football matches and take over Craven Cottage and Stamford Bridge (both conveniently close to Hammersmith) to take the overflow. But shows aren't everyone's cup of tea and it's not always possible for a private individuals to make it to London and pay £7.00 to get into a show (though I hope more of you will be encouraged to go to the next one). You're forgiven.

The second sort of non-attendee were the companies that didn't know about it. I spoke to Simon Knight and Mark Vick from the Bitmap Brothers at ECTS and they were very, very disappointed that they were unaware of it. They could have been there with Chaos Engine 2, but the Bitmaps or their publishers Warner claim they were not told about World Of Amiga. They missed a good opportunity to show it off to and get suggestions from the people who are going buy their game, and they are not happy about it. The blame here lies with the organisers and Amiga Technologies' press department. Let's hope that they get this right next time.

And finally there were those companies who knew about the show but just didn't go or pulled out of it at the last moment. I'm not going to single anyone out – the yellow-bellies don't even deserve a mention – all I can say is that they missed an opportunity. The argument was made beforehand that the show was unlikely to be big, that it was going to be badly attended, that those who went and displayed would lose money. But we're all in that position. From magazines to retailers and yes, users like you too. If the Amiga computer dies everyone's investment will be up the creek.

But the show proved the opposite and this is likely to have long term ramifications if that message gets out to the right people. All of the punters who attended WOA left with smiles on their faces and bags of high value kit bought at bargain prices tucked under their arms. The exhibitors who attended made a profit which will help them continue to live and fight another day – continue to support YOUR chosen computer. Sure it was a risk, but for those willing to take a risk it paid off. But more to the point Amiga Technologies, Escom and VISCorp staff were taken by surprise too. This has to be viewed in the light of a loss



of confidence in the UK market due to poor A1200 sales. In Germany there were doubts about the UK's dedication to the Amiga, but these were dispelled on Saturday morning as John Smith brought the Bensheim Boys and VIScorp around the show, beaming like a Cheshire cat: This is Britain. This is his market. And yes, it is as strong as ever.

Alan Dykes is CU Amiga Magazine's Editor.

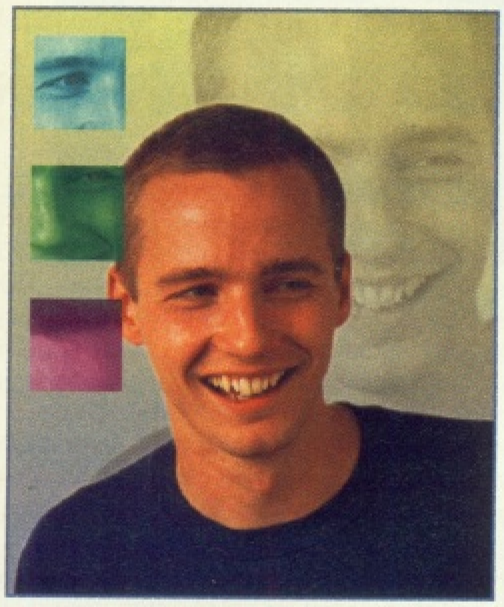
We need a miracle

By Martyn Brown

I was asked my opinion when Escom took over the Amiga and I indicated that I felt they would look to sell the current inventory and make a quick buck. I don't think I was far wrong. Escom didn't manage to do much at all in retrospect, AT suffered from under funding and the Amiga was even snubbed by Escom's own retail chain.

As for VIScorp, my opinion is that they have bought the technology for a specific purpose (namely their set-top box). What this means for the future of the Amiga – as I know it now – is a little grey. There is no doubt that a set-top box full of tricks without the stigma of being a computer will appeal to some people (ease of use, price, use of existing TV etc) but it does leave the question of what will happen to the promised next generation of Amiga computers and power PCs.

VIScorpse?



By Tony Horgan

Over the past three years the patience of the average Amiga fan has been stretched to breaking point a number of times. Since the news of Commodore's financial troubles we've had muster a degree of faith in the Amiga that almost defies logic. This is a faith which has faded from hearts of many users, quite understandably, but I think it's incredibly important that the world's creative computer users continue to have a choice beyond the PC and Apple Mac. Let's imagine for a moment that VIScorp decide to ditch the Amiga as a computer and just use it as a chip-donor for their TV boxes. The general assumption of even semi-informed public is that you need an IBM PC clone to do anything useful in computing terms. Very soon this would turn from damaging hearsay into fact. It's bad enough that the world readily accepts all the PC's operating problems because they don't know things can be any different, but at least in the Amiga there is a choice for those who do know better.

Wouldn't it be a crime if we were all forced to bow to the 'Gospel according to St Bill' and buy Windoze 97 and an absurdly powerful PC to run a pathetically inefficient operating system

> **Wouldn't it be a crime if we were all forced to bow to the gospel according to St Bill?**

simply because there was no alternative? If the Amiga does eventually go belly up then this is the most likely outcome.

I would love to be able to say that VIScorp will be ploughing cash and resources into developing the Amiga and taking it into the 21st century with revolutionary design at a consumer-friendly price, but at the moment we can't be sure of anything on that score. Until VIScorp make their full intentions known we'll just have to sit tight and hope for the best, just like we've done for the past few years.

Tony Horgan is CU Amiga Magazine's Technical editor and isn't usually gripped by depressing thoughts.

VIScorp could be our saviour

By Marcus Dyson

It's been a long, exciting and entertaining ride for the last ten years. A roller-coaster rocket-ride full of celestial highs and lows. But despite what some people might tell you, it's far from over. The story of Amiga is about to enter a new chapter, take a dramatic turn even. After Commodore's dissolution and Escom's short tenure with the brand the uninformed could be forgiven for thinking that it's all over. But nothing could be further from the truth.

VIScorp, the new owners of the Amiga want to put one into every home in Europe, America and Asia. It's an ambitious goal, but they might just succeed. How though, when an Amiga 4000 costs more than its PC equivalent and has fewer new titles? The answer is a set-top box. A small, black box that sits next to the television and brings the information revolution in to the homes of the (previously) un-wired. Pretending to be cross between a satellite receiver, a video, a phone and a fax machine, the VIScorp Amiga set top box will actually be a computer in a sexy black case. And not just any computer ... an Amiga.

Sure, the short-sighted and the self-styled technological elite will wail and gnash their teeth, moaning about the lack of disk drives, keyboards and the like. While overlooking, as they do, what is most important: to make the Amiga survive it needs to sell. This is war and these are guerrilla tactics. Get the units into peoples homes under the cover of dark, sleek hi-fi cases, bringing them the Internet, personal communications and video on demand. We'll improve the quality of their life, we'll have them eating out of our hands and then BLAM! They'll be playing Arcade Pool, word processing, editing video.

How? Well the set top box can be modular. It can have serial ports, disk drive ports, keyboard ports. It WILL be an Amiga. And even if VIScorp don't concentrate on developing desk top machines they will be developing the technology, advancing the custom chipset aligning with the PowerPC architectures. And they will make that technology available to someone who will be able to produce a desktop machine bearing the Amiga name.

The times, they have a'changed. We have to adapt, we have to be flexible, we have to evolve and if we can ... tomorrow will belong to us.

Marcus Dyson is a multimedia product manager at Team 17 and erstwhile editor of an Amiga magazine we'd rather not mention.

We are living in fast moving times, the Amiga technology is more or less 11 years old and that's too old. For the Amiga to go forward, it has to compete with comparatively priced technology and get the software development it deserves.

> **The Amiga needs funding, a new machine needs to hit - one that isn't necessarily compatible with the old technology ...**

Software development is not cheap. Gone are the days when a couple of guys hammered out a classic in their bedrooms. Today, production values are high and huge sums of money are required – without the backing and co-funding of the hardware company, the Amiga isn't going to get true next generation quality software – and users must see this.

So what's the answer? The Amiga needs funding, a new machine needs to hit – one that isn't necessarily compatible with the old technology, it needs quality software at time of launch, it needs effective marketing and a keen price point. We all know this. To be honest, it needs a miracle.

Martyn Brown IS Team 17 really. But he would still like to stress that this is his personal opinion and does not necessarily reflect the way the company feels as a whole.

Backchat

DMC supporters get shirty, as does an angry woman who hates free gifts. Commodore, Escom, AT, now VIScorp where will it all end? All viewpoints welcome.

Stuck on the shelf

My father and I buy all but one of the Amiga mags along with software and hardware from the companies advertising in your magazine. I would like, however, to be able to walk into a computer shop and actually see and feel Amiga stuff.

To walk into a shop and come out again with something Amiga-related in my hand seems like a far off dream for me as an Amiga user and fan. Please, someone out there, get some stock on the shelves, sale or return, anything just let people see that the Amiga is not a faded memory, it's still being used and enjoyed by thousands. I get a bit tired of hearing about how good the A500 was back in '85 multitasking like Windows 95 can only nearly manage and running PLC's accounts in .5 Mb. Let's show it off for what it can do; that's to provide low cost user friendly computer access to anyone who doesn't want to be one of the huge grey crowd.

My Amiga does compare with modern PCs in terms of power, I use Pentiums and PowerMacs at work so I know but one thing is for sure nothing else is so damn nice to use. So, manufacturers and distributors give us what we as consumers deserve, goods on show and I'm certain we will buy.

Lindsay Webb, Yate.

The lack of software and hardware has been a subject of debate for quite a while now. See last month's feature for details on where you can get Amiga products. At the time of press for these pages we've yet to find out what VIScorp plan to do about distribution. Watch this space or check the news pages to see if there are any more up-to-date details.

Please sir can I have some more?

I am writing to beg you to start producing a regular cover mounted CD version of your magazine. By regular, I mean every month. The first CD was excellent value but the Super CD-ROM 2 is superb and I am sure I will be discovering things on it for months to come. Although I used to regularly buy another leading Amiga mag I now firmly believe that your magazine is by far the best value Amiga publication even at the £5.99 cover price for the CD version. Surely one of the reasons people buy a PC is because of the plethora of PC magazines with cover CDs attached which present people with a very interesting selection of software. If your magazine was to do the same I believe this can only help the Amiga survive. Surely floppy disk based magazines are now a thing of the past. Another magazine recently stated that they would not be including a cover CD on their mag as they did not want to swamp their readers with useless software. Because of this attitude I shall be reconsidering my subscription to them and other magazines. I implore all your readers to upgrade and get a CD-ROM drive and they will never look back so long as magazines such as yours present the public with valuable CD cover disks. Well done and congratulations on being top of the league. Stay there.

Kevin Foster, Tyne and Wear.

We're glad you like the magazine and especially the CD-ROM issues. As for doing a CD-ROM issue every month that remains to be seen. If we are going to do a CD we would like to create a full 650Mb one but, unlike PCs, there's a limited amount of material available for the Amiga to do this at the moment If you, or any other readers, have any suggestions as to what you'd like to see on a CD–ROM please write and let us know and we'll do our best to help you out.

It's right up my street

At last they have produced a prototype of what I think many Amiga users want from a standard machine. If AT or whoever else is now in charge can get the Walker project onto the market in time for Christmas at an affordable price (I've heard it will cost £500) they should win many buyers that would otherwise buy rubbishy PCs.

With more generous basic specification of the Walker machine better games and applications could be developed. I understand that the basic spec will be an 68EC030/40 with 6Mb RAM and a hard drive and quad speed CD-ROM. With this kind of spec, who wouldn't be able to produce damned good software?

The styling of the Walker may not be everybody's cup of tea but I think its futuristic design will be an eye catcher and I will be very proud to have this machine on my desk. Thanks to Mat Bettinson for his release onto the net of the provisional specification of the Walker project. I look forwards to any updates to the project as and when they happen.

David Hornby, Lancs.



Pic: Rank Amateurs

Get real purr-leese

I had to write in regarding Tony Horgan's review of DMC Gold (April 96). He stated that the hex codes were hard to use and that you shouldn't expect too much from DMC, well, I strongly disagree with him. If he read the manual properly, then it clearly states how to do this, in fact you don't even need to enter any codes in all, as they are already set out for you. I agree with the fact that the process of setting text colours could be made quicker via some sort of editor but I don't think entering codes such as @3 or @4 to alter a colour is so bad that DMC should be given a score like 55%.

I noticed another program called Steve Headroom which was clearly of no use at all. It received 80%, don't get me wrong, I'm not knocking it, but surely DMC which is a far more useful utility than this should receive more. When he said don't expect too much,

what exactly did he mean? Surely he didn't mean to say that DMC has no features? It's not as if it doesn't allow three modules to be chosen and played or that it doesn't allow some neat clip art to be placed beside text.

DMC has many features such as a nice search feature, some nice touches such as a scrolling panel and some rather cool text fade when you exit from articles plus a there's many more which I could go on about all day. So come on, Tony, reconsider your review. DMC has many followers who aren't happy at all with that review, the author deserves much more credit for what has to be classed as a great production.

Paul Wirral, Liverpool.

Tony Horgan replies: I half expected a response such as this from the DMC Gold review. While DMC (Disk Magazine Creator) is capable of producing simple but competent disk-based magazines, it could hardly be described as user-friendly. There's no reason why such a program should not take the approach of a simplified and modified DTP style program which would make the construction of disk mags far quicker and easier.

Using DMC is rather like creating a World Wide Web page by entering the HTML codes manually to your text from within a text editor, rather than using a dedicated WWW page designer program with a graphical front end (which would insert all the relevant codes for you as the text and pictures are marked up). Considering this release of DMC is supposed to be a 'Gold' edition, I would have thought a graphical approach such as this would not be too much to ask for. Perhaps software authors should not be so eager to add terms such as 'Super' 'Pro' and 'Gold' to the names of their programs as this can lead to false expectations. Take a look at Nucleus in this month's PD Utilities for an example of how things should be.

Oh no not again – has the Amiga sold out?

I've just heard a worrying rumour that Amiga Technologies have been bought by yet another company, is this true? I went to the World of Amiga show and bought lots of peripherals for my A1200. Has it all been in vain? What is going to happen to my beloved Amiga?

Julie Green, Peckham.

At the time of press of these pages Escom's Chicago licensee Visual Information Services Corp have exchanged contracts of intent to purchase Amiga Technologies. Though nothing has been signed and sealed yet. VIScorp are said to be planning to utilise the Amiga in their set top devices which provide access to on line services. At the press conference held at the World of Amiga show, 13-14th April, VIScorp stressed their dedication to supporting the Amiga. We should a have full report and more up-to-date details in news section of this magazine.

How lucky we are

We the Amiga owning public should step back for a moment and consider how lucky we are. Never before has a computer been so flexible, it excels in every area of computing whether you want it for playing games, painting pictures, playing music, animations or word processing, all of these things can be done in two easy steps: turn it on and push a disk in the hole in the side.

Another area in which it is perfectly suited is that of education but alas this seems to have gone unnoticed.

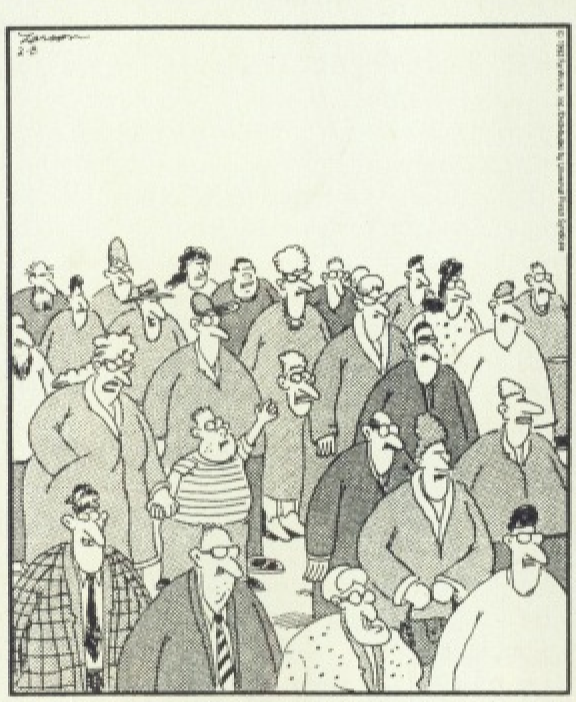
Why oh why hasn't the Amiga been promoted as the family computer replacing the games console with a machine that is capable of so much more? Clearly this is a huge oversight and although the new Amiga packages are welcomed when are they going to target this market?

I believe that Escom does not have the vision or commitment to develop the Amiga to its full potential and they do not fully appreciate what they own. With the right marketing and planning the Amiga could find a place in every home as a first computer providing entertainment and education for all members of the family.

SR Clarke, Cardiff.

Hopefully, if VIScorp do take over they will recognise this potential. Only time will tell.

THE FAR SIDE By GARY LARSON



"Don't touch it, honey ... it's just a face in the crowd."

Desperately seeking Valhalla

I have a sad story to tell. I'm hooked on the cute little guy named Valhalla. I recently got my hands on Valhalla and the Lord of Infinity and since then my life has not been the same. It has taken me six weeks to complete. Now my life is back to normal. However, I saw a bright light telling me that there is another Valhalla, Valhalla Before the War. Destiny has struck. There was light in my life again, as I searched every computer store for this God of games. But alas to no avail, I have not found it. All I can see before me is a screen asking me to insert a disk. How can I tell my A500 that I haven't got a disk worthy of it?

Please if you have it in your hearts, please help me find Valhalla Before the War. My computer and I cannot survive much longer without it. We are desperate. Please help our lives, save us from boredom.

Amanda Malarkey, Tyne and Wear.

Bright lights!!? Eh!??! Oh dear you do sound desperate. Don't worry though we will save you from boredom. The Valhalla series is available mail order only. Ring Vulcan Software on 01705 670269 and they will be able to help you.

Good show

I am just writing in to say how much I enjoyed the World of Amiga show on 13/14th April in the the Novetel Exhibition Centre, Hammersmith. I went along expecting to be one of a handful of the surviving Amiga users. However, I was amazed at how busy the show was. I even had to push my way through the crowd, something which I never expected. There were lots of really good bargains on offer too, though I spent far too much cash. Surely this has to be proof that the Amiga is far from dead. It was also good to meet all the members of the CU Amiga Magazine. Nice one.

Vincent Walker, Newcastle.

No such thing as a free lunch

I am sick of being forced to purchase things I don't want to. All I want is to buy the magazine without annoying stuff stuck on the front cover of the issue.

Mrs Angry, World of Amiga Show.

At the recent World of Amiga Show a woman approached us and berated us for putting on free gifts on the front of the magazine. As her husband quietly handed over the cash for the latest issue she went on to say that these free gifts (ie software, utilities, CDs and books) are tricks to fool the public.

When we explained that these goods were all free and were not there to trick anyone into buying anything they didn't want, she replied that we were young and didn't understand that there is no such thing as a free lunch. What she means by this I do not understand. We give away products on the front cover free and all we expect in return is that these products will positively influence your decision to buy us as opposed to other Amiga magazines.

All magazines operate on this basis. Would Mrs Angry think it a con if a magazine such as Women's Weekly decided to give away a book one month and a tea towel the next? I don't think so. The consumer wins because with all the competition around, magazines are competing to get the best goods on their magazines. Is this a rip off? We say NO.

Next month in CU Amiga Magazine

Find out the latest on the VIScorp takeover and the future of the Amiga



PLUS: Tower of Power



Amiga 4000T and Siamese Twin Amiga/PC examined

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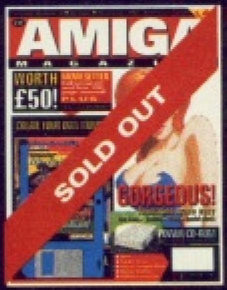
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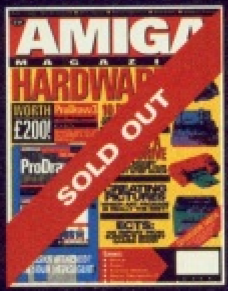
Sudden bout of amnesia make you miss an issue? Don't worry here's your chance to get it.

April 1995



ON THE DISKS: MovieSetter, clip art and Fifa International Soccer demo. PLUS free MovieSetter manual. FEATURE: Animation made easy. INSIDE: Power CD-ROM, PD Special, Turbo Trax, Dawn Patrol, Super League Manager, Baldies preview.

May 1995



ON THE DISKS: ProDraw 3, OctaMED 6 and Baldies demos. FEATURE: Ten printers reviewed, rated and recommended. INSIDE: ECTS report, Brutal Preview, DPaint, Personal Paint, Photogenics and Brilliance compared.

June 1995



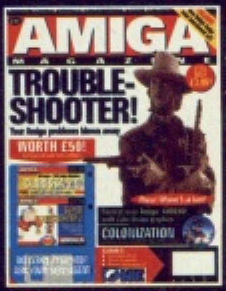
ON THE DISKS: Image FX 1.5 (all Amigas with 2Mb), USM demo. FEATURE: Image processing explained using free cover disk. INSIDE: RAM speed test: Blizzard 1230 III, Siren Apollo, Octamed 6 reviewed, Primal Rage, Sensible Golf previewed.

July 1995



ON THE DISKS: Adora 2.0, Power-base v3.4, Arcade Snooker full game. FEATURE: Step by ste guide to the Net. INSIDE: First report o Escom, LightWave 4 viewed, Cinema 4D, Scala MM400, Viroco and TM2 reviewed.

August 1995



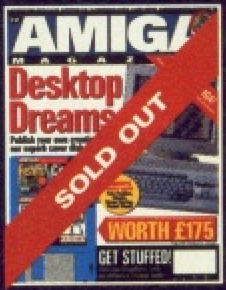
ON THE DISKS: Clarissa 2.0 and demo of Cammy Vs Honda in SSF II. FEATURE: Trouble shooting on your Amiga. INSIDE: DPaint 5 review, the new A400/060 with CyberVision graphics, Games: Colonization, Sensible Golf, Time Keepers, PM 2.

September 1995



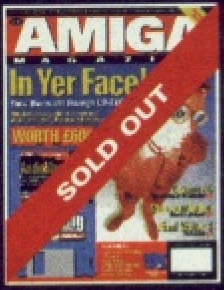
ON THE DISKS: OctaMED 5.04, Speris Legacy, Time Keepers. FEATURE: Sex and computers: an indepth look at what there is and what people think about it. INSIDE: Alien Breed 3D, Gloom, SSFII, Brutal, ViroCop A500, Base Jumpers CD32.

October 1995



ON THE DISKS: Pagestream 2.2, Fears and Citadel demo. FEATURES: Using your PageStream cover disk for DTP, Storage: HDs floppies and CD-ROMs. INSIDE: Odyssey, Real 3D v3, PageStream 3.0i and a multimedia station reviewed.

November 1995



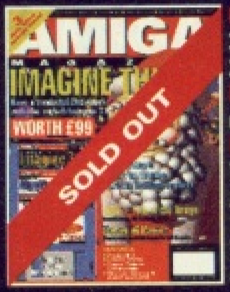
ON THE DISKS: AudioMaster IV full pr gram, Virtual Karting demo, CD-ROM editio Aminet 7 and more. FEATURES: CD-ROM definitive guide to dri and disks. INSIDE: Cinema 4D, Mac™ Emulation, Fina Writer 4, Pinball Mani

December 1995



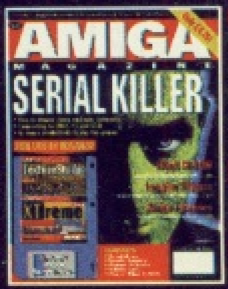
ON THE DISKS: Worms demo, Amiga E full program plus free Amiga E manual. FEATURES: Programming, Amiga music. INSIDE: Leading Lap, Worms, Flight of the Amazon Queen, Coala, FinalCalc and Amiga M1438S Monitor.

January 1996



ON THE DISKS: Imagine 3.0 full program, Zeewolf 2 & Algomusic. FEATURES: 3D rendering using our cover disk. INSIDE: MiconiK Tower, World Construction Set, Amilink, Zeewolf 2, SWOS 95/96, Super Tennis Champions and much more.

February 1996



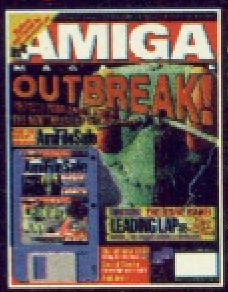
ON THE DISKS: TextureStudio plus Imagine objects, DVerb, Mandel 92, Bluff Titler, Amiga E source code, Xtreme Racing. FEATURES: Serial linking, portable Amiga prototypes and the first Net Wedding. INSIDE: DiskMagic, HiSoft CD-ROM, Virtual i glasses.

March 1996



ON THE DISKS: VideoStage Pro, Imgauge & XFD, Gloom Deluxe and 10 Worms levels. FEATURES: VideoStage and The future of Games. INSIDE: 060 for A1200, Wordworth 5, Blitz Basic, Super Street Fighter II Turbo, Super Skidmarks data disk.

April 1996



ON THE DISKS: AmiFileSafe, Leading Lap SE – 5 level full game. CD-ROM edition available. FEATURES: Virus Protection and Wallace & Gromit in the right computer. INSIDE: SX 32, HIQ Station, The Chaos engine previewed, Zeewolf 2 tips, and more...

May1996



ON THE DISKS: Soundtracker Pro II, MIDI Sequencer demo, Alien Breed 3D2 demo. FEATURES: The new Walker, Amiga Surfer pack put to the test and who is selling Amigas and where. INSIDE: LightWave 4, Slamtilt Pinball, Tracksuit Manager 2 reviewed.

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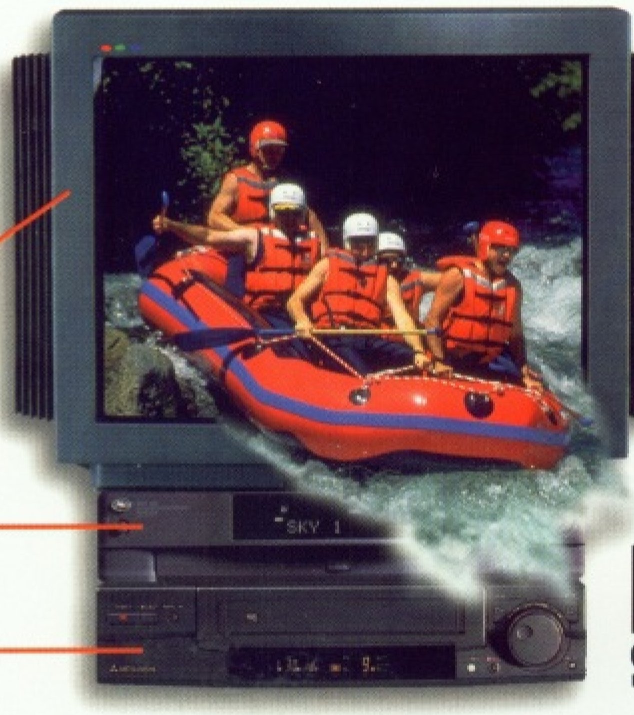
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